

Demon's Souls™



STRATEGY GUIDE



Demon's Souls

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Welcome to Demon's Souls!

Demon's Souls is an action Role Playing Game (RPG) made exclusively for Sony's PlayStation®3 by the developer FromSoftware. Demon's Souls was developed to be an immersive, addictive and incredibly challenging experience in which you are given almost free rein with your decisions, how you progress through the game and how you build and equip your character.

About This Guide

This guide would not have been possible without the thousands of contributions from the users and fans of this game. This is not just our guide; it is a guide that every single contributing fan should be proud of since they helped make it what it is. A list of known contributors (there have been so many anonymous ones) can be found at the end of this guide and at <http://demonssouls.wikidot.com/credits>. If you feel you were overlooked, please go update the page by listing your contributions to the community!

This guide will provide you with a robust overview of the game. For areas that have too much information to include in this guide, we will provide a link to this information on the Demon's Souls Wiki (<http://demonssouls.wikidot.com>) website. The site is a Wiki, which allows a group of users to collaborate and contribute to a central repository of information. The information at Demon's Souls Wiki is constantly being updated by thousands of fans who continue to find new ways to enjoy the game. The site is owned and operated by the authors of this guide and is not part of, nor officially supported by, NAMCO BANDAI Partners, Sony Computer Entertainment Inc., or FromSoftware.

The guide will provide basic information on all the weapons, armor, statistics, classes, items, etc. It is not an exhaustive list of all the information, but we have made every attempt to cover those items that are considered most important to the game. We also provide users with a step-by-step walkthrough of the game with an example character in order to assist new users with their initial game experience.. The walkthrough does not cover all game content; it will not provide you with information describing how to obtain every trophy, find every item, etc. It will, however, provide you with at least one of the very many paths to learning and understanding the game.

Demon's Souls Wiki will provide you with all the in-depth information you'll need. The upgrades for all weapons, armor and items are listed there. The site contains forums for users to share information and hosts a voice-over IP server that allows users to voice communicate over the internet while playing the game. Please visit the site and discover a rich, vibrant, and passionate community of users who know a great deal about the game and enjoy sharing their knowledge. It is our hope that this guide will help you get the most out of your first adventures in Boletaria (and beyond) and give you a taste of the incredible world that is Demon's Souls.





World History



In an ancient past, long before King Allant came to the throne, the world was victim to a scourge of Demons. The Old One, an entity of unfathomable power, had awakened the bane of existence into the world; terrible Demons were unleashed that ripped the land asunder, the consequences of which exterminated half of all humankind. Those that would become the Monuments sought to spare the land from further harm, so they combined their knowledge of the Soul Arts and returned the Old One back to its slumber. To divide the lands into different regions and return life to where none existed, they ordered the construction of Archstones throughout the world and connected them to a central Archstone used for inter-regional travel.

Amidst the realms of reality and death exists a place known as the Nexus, a hub for the souls who traverse the ethereal worlds hoping to reclaim their bodies. Below the Nexus sleeps the Old One, who offers the promise of limitless prosperity to anyone that abandons him or herself to it. King Allant the XII of Boletaria dreamed of bringing eternal wealth to his mighty kingdom, so he abandoned himself wholly to the Old One's will, causing it to awaken it from its long slumber. Prosperity did not befall Boletaria; instead the colorless fog of chaos and calamity blanketed the lands, and those still living soon lost their sanity.

Many of the former citizens of Boletaria once prayed to God to grant them divinity in life. Among the most notable figureheads of the Kingdom's parish were Saint Urbain, a highly respected man with great spiritual knowledge and an abundance of faith, and the Sixth Saint Astraea, a divine Maiden worshipped for her purity. Urbain's followers revered him as being in direct communion with God, and believed that through him God's message was delivered. It is Urbain's belief that the Demons sent to Boletaria, along with the fog that consumed the Kingdom, were a test from God, and that all must use His miracles to banish the soul-thirsty horde.



The Northern Lands

The Northern Lands were once home to the race of mighty giants. They lived in relative peace with the rest of Boletaria until the thick, colorless fog swept in and blanketed their domain. The Northern Lands were the first to succumb to the spread of Demons, and in an effort to contain the madness, Boletaria sent hundreds of thousands of its finest knights to this great kingdom to fend off the threat. The effort was for naught, and the Archstone connected to this land was later destroyed as a last-ditch attempt to contain the chaos. It did not succeed.



Boletarian Palace

The Boletarian Palace became home to two mighty fire-breathing dragons, and the three heroes of Boletaria were transformed by the demonic fog. The Kingdom was once the proud home of these finest heroes: Alfred, the Knight of the Tower; Metas, the Knight of the Lance, and Long Bow Oolan, who commanded a legion of archers. Their physical bodies were twisted and distorted into demonic entities while their souls remained to guard the pathway leading to their False King—a demonic embodiment of the true King Allant.



Stonefang Tunnel

Stonefang Tunnel was an excavation site under the control of King Allant. The miners who devoted their lives to the soldiers of Boletaria remained stubborn in their fruitless efforts to support the king and when the fog approached, they chose to remain behind rather than flee. Now devoid of sentience and soul, they continue to chisel away at the tunnels mindlessly. The caves create a maze-like system beneath the excavation site worthy of its name: "The Tunnel City". Rumors abound telling of a shrine of an ancient dragon lying beneath the tunnels; the ancestors of the excavators were said to have worshipped and revered the dragon as a god. At its center sits a temple devoted to a fire demon whose flames are said to be the very essence from which blacksmithing was born



The Tower of Latria

The Tower of Latria was a shrine devoted to the Ivory Queen in the lands neighboring Boletaria. With her husband, Latria ruled her kingdom, which included a penitentiary, a church, and the great tower itself, to the great adoration and respect of her people. Latria banished her husband from the lands for unknown reasons, and when the fog bathed the kingdom, he husband found himself filled with a terrible and vengeful lust. He soon discovered the source of his mad desires—a beautiful and flowing golden robe that seemed to beckon his name. When he put the robe on, a rage engulfed him. The old man then returned, ordered his wife exiled from her own kingdom and had her family imprisoned. In

each cell block the old man commanded inhuman guards to keep watch over the tortured prisoners for eternity. He oversaw the construction of an idol made in his wife's image in order to give false hope to the inmates; in addition, with the masses of flesh accumulated throughout the years, the old man began creating his own army of demons, among which were the ravenous Man Eaters. Suspended from the center of the tower was a large, mechanical heart, constructed in an effort to help prolong the old man's own existence. The souls of the damned locked in the prison were used as life-giving sustenance to keep the heart beating. In time, the old man's body began to whither and decay, and the golden garb—the true source of the old man's demonic rage—beckoned a new host. Without the robe's life force, the old man quickly breathed his last gasp of air.



Shrine of Storms

The Shrine of Storms was an isolated land where pagans would go to worship the god of Storms, and where legends of fallen heroes were mourned. The colorless fog released a flood of souls from the many catacombs, and these soon found hosts in the skeletal remains littered across the island. Boletarian folklore and tales of great pagan deities came to life as the Shrine became home to fiction-made flesh. Adjudicator, the great Judge of the Deceased, awaits the passing of a new hero to begin the process of purification before the soul is given up as a sacrifice to the great Storm King, a mighty beast that soars high above the island's ancestral burial ground. The Storm King himself is merely the embodiment of the ideas of an ancient pagan civilization given corporeal form by the colorless fog. Deep inside the ruins of the Shrine of Storms is a burial ground devoted to a great and nameless Hero who now blindly continues to lust for power and fame, a legend of a distant generation perpetuated by the pagan rituals.



Valley of Defilement

The Valley of Defilement is a wretched home for the abused and neglected citizens of Boletaria. As a dumping ground for the Kingdom's unholy, the Valley became notorious as a place where one could leave the fetus of an unwanted child to rot in the festering swamps. Hearing of the Valley's dreadful situation, the Sixth Saint Astraea took it upon herself to travel there with her companion Garl Vinland with the hope of freeing the depraved souls consumed by the fog. The mindless drones that now remain in the Valley will violently attack any who threaten them in hopes of claiming souls to offer up to the great Maiden who showed them compassion. In the deepest pits of the Valley, two vile demons were spawned out of the putrescence and plague that lingers in the deadly bog. It is said that Astraea preferred to pledge herself to the will of a Demon's Soul to help ease the pain and suffering rather than accept the aid of a cruel God who would allow such a place to exist.





Non Player Characters (NPC)



The following list contains a broad overview of each NPC in Demon's Souls, what they can provide for you, and where you can find them. Some NPCs are found in different areas at different times. In addition, it is essential that you understand attacking and damaging any NPC beyond a very small amount will make them hostile to you for the rest of your character's current play through the game. All that character's items, spells, events, etc. will be lost to you for that current game. For in-depth information on each NPC, including multiple strategies on how to fight them, please visit <http://demonssouls.wikidot.com/npcs>

The Maiden in Black

Location: The Nexus

The Maiden in Black, with her wax occluded eyes, is said to have once been one of the most powerful Demons in existence. Her ability to harness and manipulate the souls of the player's character is not only unique to her but crucial for your survival. She maintains a direct communion with the Old One, and can even lull it back to sleep should the character accept her offer, thus making her considerably more powerful than it. After defeating Phalanx and completing 1-1, the Maiden in Black will offer the player's character the opportunity to "Seek soul power"—in other words, level up. Furthermore, the Maiden cannot be killed while in the Nexus.





Blacksmith Boldwin

Location: The Nexus

Boldwin, although a gruff character, is another NPC without whose assistance your travels in Boletaria and beyond would be nigh impossible. Aside from his ability to repair damaged or broken equipment for souls, Boldwin also maintains a stock of useful items and, most importantly, can make any weapon upgrades with Hardstone, Sharpstone and Clearstone that the player desires (for a minor fee). Boldwin will defend himself if attacked and drops Hands of God if killed.



Stockpile Thomas

Location: The Nexus

Stockpile Thomas is a widower whose family was killed during the coming of the deep fog. His wife and daughter were either slain or turned into Demons, but Thomas, unwilling to dwell on the past, has made his home in the Nexus and is willing to store any items the player is carrying. He can store up to 99 of each stackable item, and 999 arrows/bolts each. If he is killed you will not be able to access any of your stored items until your next play through. He drops the Ring of Herculean Strength when slain.

The Monumental

Location: The Nexus

The Monumental is the last surviving harbinger of its kind. They were a vessel-race endowed with prophetic knowledge only and lacked all consequence of emotion or personal thought. The Monumental seeks to aid the adventurer into lulling the Old One back to sleep. After defeating the first Boss in the Boletarian Palace, you must talk to him and unlock the other four arch stones before the Maiden in Black will give level upgrades. Whether or not you accept The Monumental's quest does not change the outcome of the game, nor does it have any effect on your character (besides the ability to obtain the Friend's Ring).



Patches the Hyena

Location: The Nexus



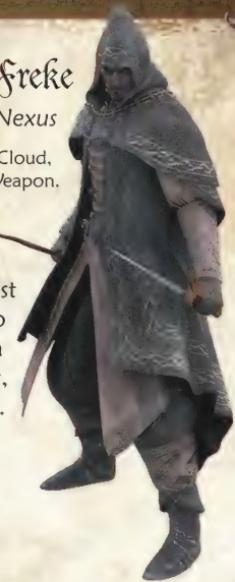
Patches appears as a vendor in the Nexus after you've met him in either level 2 of Stonefang Tunnel (World 2-2) or level 2 of Shrine of Storms (World 4-2). If you found Patches in 2-2, and he appeared in the Nexus, killing the Adjudicator in Shrine of Storms level 1 (World 4-1) will cause him to leave. You must find him in World 4-2 and complete the event he begins in order to have him return to the Nexus. Aside from providing a semblance of comic relief in the bleak world of Demon's Souls, Patches is happy to sell the player many useful (albeit somewhat overpriced) items he has collected from his scavenging as a way to make up for his hopeful yet unsuccessful and indirect attempts on your life. If he dies, he drops the Thief's Ring. He is the only source of hard arrows in the game—important to bow users—so think twice before killing him...

Sage Freke

Location: The Tower of Latria (World 3-1), the Nexus

Spells Taught: All basic spells, Soul Ray, Moving Soul Arrow, Fire Spray, Fire Ball, Warding, Poison/Acid/Death Cloud, Enchant Weapon and Light Weapon.

Sage Freke the Visionary is a powerful magic-user who has devoted his entire research to further understanding the Soul Arts, a dark magic born from the Old One's demonic presence. He is at odds with Saint Urbain and believes the devout priest is worshipping a false God. His lust for souls sometimes overcomes even his desire to learn more of the Soul Arts. When rescued from World 3-1, Freke will be available as a Teacher of advanced spells in the Nexus. Should he die, he drops the Venerable Sages set, the Ring of Magical Sharpness and the Baby's Nail.



Freke's Apprentice

Location: The Nexus

Spells Taught: Flame Toss, Soul Arrow, Cloak, Protection, Water Veil, and Demon's Prank.

The Apprentice teaches you basic spells if your Magic is 10 or above, and allows you to change memorized spells. He will request that you rescue Freke from the Tower of Latria.





Disciple of God

Location: The Nexus

Miracles Taught: Heal, Antidote, Evacuate, Subdue Soul.

This NPC teaches you basic miracles if your Faith is 10 or above. In addition, he allows you to change your memorized miracles. He will disappear after you rescue Saint Urbain, who replaces him in providing miracles. If you complete World 4-2 without rescuing Saint Urbain, talking to the Disciple of God multiple times will trigger an event that will cause him to disappear when you next enter the Nexus.

Mephistopheles

Location: The Nexus (Requires Pure Black Character Tendency)

Mephistopheles is a grim woman with a deadly secret. She seeks the assistance of Yurt, and subsequently your character if Yurt is killed, in order to fulfill her wish for the deaths of key NPCs in the Nexus, specifically those with knowledge of the Soul Arts. Upon completion of her requests (including assassinating Yuria, Freke, Urbain, Biorr, Patches, and Ostrava), Mephistopheles will declare that the Order of the Soul has commanded her to remove from Boletaria all those who know the ways of the Soul Arts, the player included, in order to keep the ancient rite a secret. She will appear in the Nexus when the player attains Pure Black character tendency following the death of Yurt. She drops the Epee Rapier, Gold Mask, Parrying Dagger and Ring of the Accursed.





Yurt, the Silent Chief

Location: Tower of Latria (3-2), the Nexus

Yurt, the Silent Chief is a deadly assassin whose only business in Boletaria is to aid in the misdeeds of his accomplice, the enigmatic Mephistopheles, to kill all those who have learned the ways of the Soul Arts. Once freed from captivity in Stonefang Tunnel level 2 (World 3-2), Yurt will appear in the Nexus. However, it is imperative that you slay him as soon as possible, for he will eventually begin to assassinate crucial Nexus NPCs. When killed, he drops the Gloom Armor set.



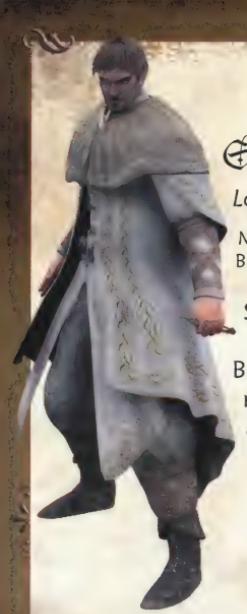
Yuria, the Witch

Location: Boletarian Palace (1-3), the Nexus

Spells Taught: Curse Weapon, Firestorm, Ignite, Soul Thirst, Relief and Soulsucker.

Yuria, the Witch is a practitioner of a darker form of Soul Arts, the likes of which are often looked upon with great disdain by Urbain and the community. She was imprisoned by King Allant's personal executioner, Miralda, and left under the watchful eye of one of the king's deformed jesters. After rescuing her from

1-3, she will, like Freke, teach the player additional advanced Spells in exchange for Demon's Souls. She drops the Old Raggedy Robes Set, the Three-Cornered Hat and the Ring of Magical Nature.

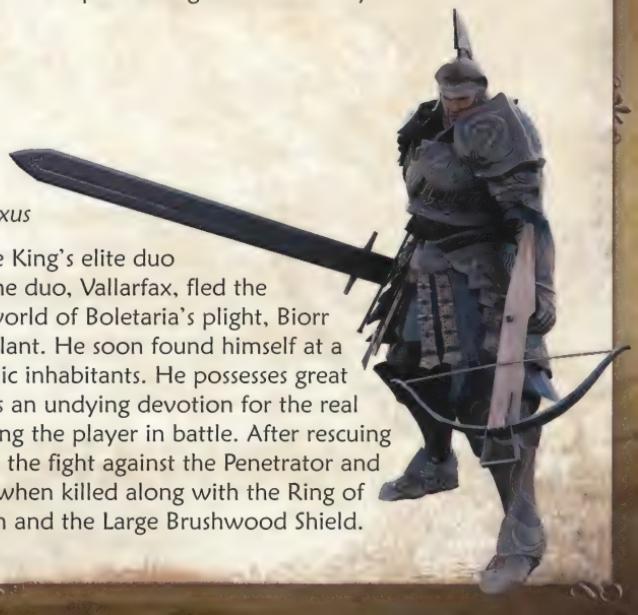


Saint Urbain

Location: The Shrine of Storms (4-2), the Nexus

Miracles Taught: All basic Miracles, Slow Recovery, Recovery, Second Chance, Resurrection, Cure, Banish, Anti-Magic Field and God's Wrath.

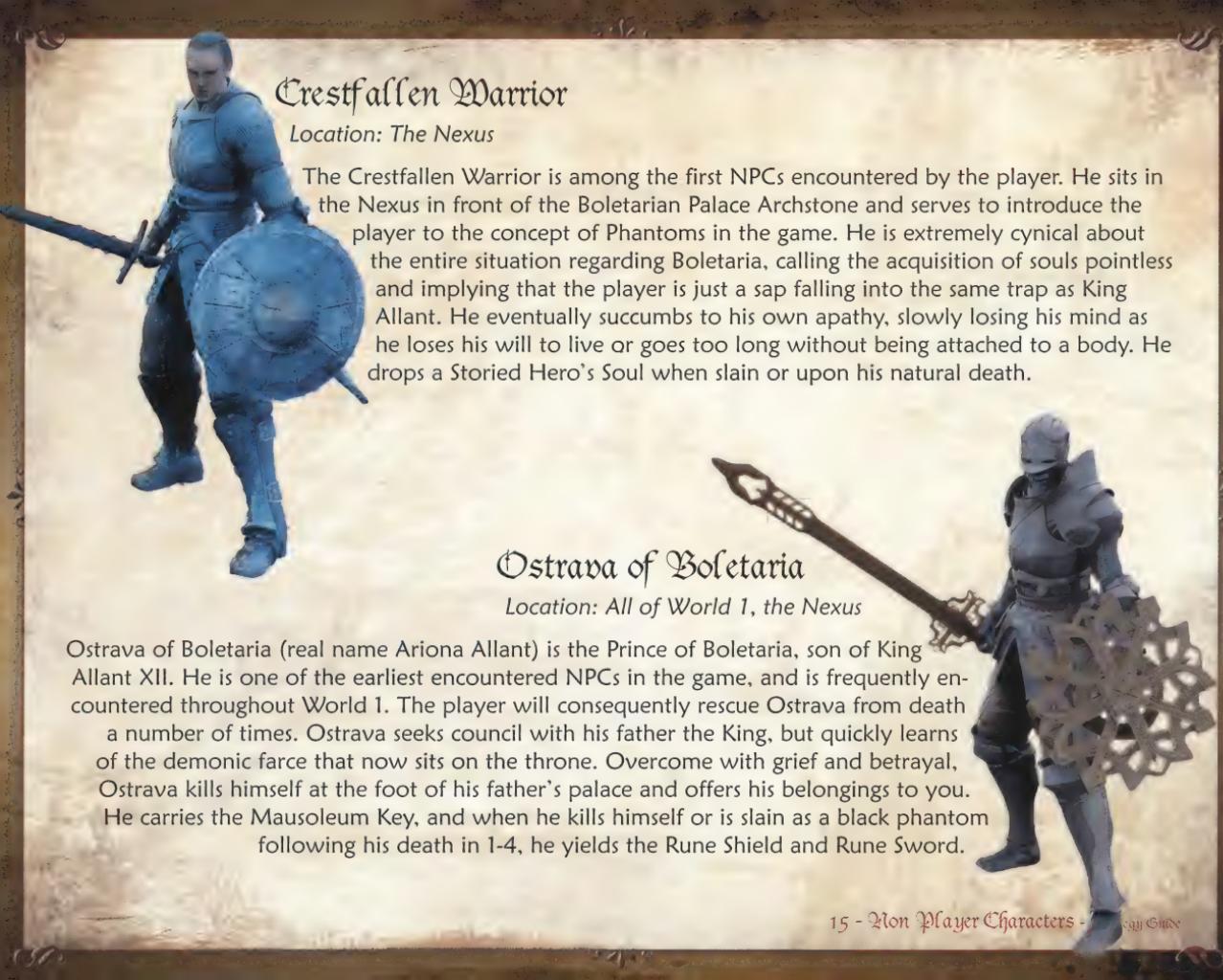
Saint Urbain is a pilgrim of God and devout believer in the power of miracles. He puts his faith in his Lord and believes that prayer and worship will rid Boletaria of the Demons. In order to have him appear as a Teacher of advanced miracles, you must speak to him in 4-2. He drops the Ring of Devout Prayer and the Saint's Robes set when killed.



Biorr of the Twin Fangs

*Location: Boletarian Palace
(1-2, 1-3, 1-4), the Nexus*

Biorr of the Twin Fangs is the eldest member of the King's elite duo known as the Twin Fangs. When the other half of the duo, Vallarfax, fled the Kingdom and escaped the fog to warn the rest of the world of Boletaria's plight, Biorr stayed behind to defend the honor of the True King Allant. He soon found himself at a great disadvantage against the Kingdom's new demonic inhabitants. He possesses great wisdom and knowledge about Boletaria and professes an undying devotion for the real King, a devotion he valiantly demonstrates while aiding the player in battle. After rescuing him from captivity in 1-2, Biorr will aid the player in the fight against the Penetrator and the Blue Dragon. He drops the Brushwood Armor set when killed along with the Ring of Great Strength and the Large Brushwood Shield.



Crestfallen Warrior

Location: The Nexus

The Crestfallen Warrior is among the first NPCs encountered by the player. He sits in the Nexus in front of the Boletarian Palace Archstone and serves to introduce the player to the concept of Phantoms in the game. He is extremely cynical about the entire situation regarding Boletaria, calling the acquisition of souls pointless and implying that the player is just a sap falling into the same trap as King Allant. He eventually succumbs to his own apathy, slowly losing his mind as he loses his will to live or goes too long without being attached to a body. He drops a Storied Hero's Soul when slain or upon his natural death.

Ostrava of Boletaria

Location: All of World 1, the Nexus

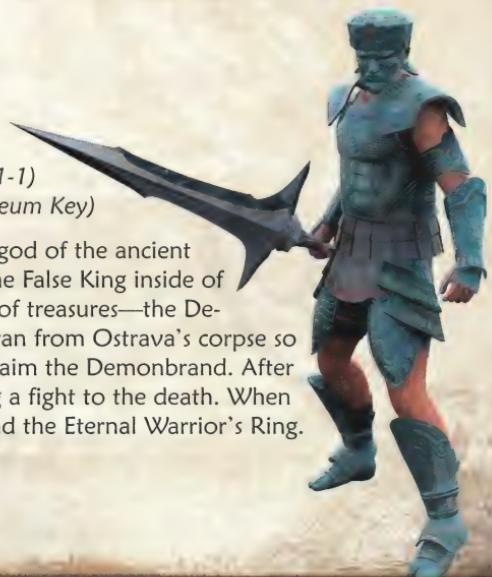
Ostrava of Boletaria (real name Ariona Allant) is the Prince of Boletaria, son of King Allant XII. He is one of the earliest encountered NPCs in the game, and is frequently encountered throughout World 1. The player will consequently rescue Ostrava from death a number of times. Ostrava seeks council with his father the King, but quickly learns of the demonic farce that now sits on the throne. Overcome with grief and betrayal, Ostrava kills himself at the foot of his father's palace and offers his belongings to you. He carries the Mausoleum Key, and when he kills himself or is slain as a black phantom following his death in 1-4, he yields the Rune Shield and Rune Sword.



Executioner Miralda

Location: Boletarian Palace (1-1) (Requires Pure White or Pure Black WT)

Executioner Miralda is King Allant's personal henchwoman and a stain on the Boletarian Kingdom. She is notorious for her brutality and lack of compassion, and has an unyielding devotion to the king as well as his current demonic misrepresentation. She successfully manages to imprison Yuria and Biorr, and will attack the player on sight, laughing maniacally and denouncing the player as "Another traitor to the King". When killed as part of the Pure White World Tendency Event in 1-1, she drops the Binded Armor set (female only) and the Master's Ring. In the Pure Black World Tendency Event she drops the Guillotine Axe.



Old King Doran

*Location: Boletarian Palace (1-1)
(Requires Mausoleum Key)*

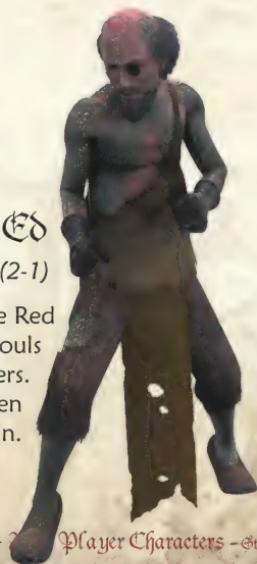
Old King Doran, also known as "The Last Hero", is a demigod of the ancient past and the founder of Boletaria. He was locked away by the False King inside of a great shrine which houses one of the Kingdom's holiest of treasures—the Demonbrand. The player receives the key to free Old King Doran from Ostrava's corpse so that he or she challenges Doran to a duel for the right to claim the Demonbrand. After the duel, the player can continue to attack Doran, prompting a fight to the death. When slain, the Old King drops the Ancient King's Set (male only) and the Eternal Warrior's Ring.



Scirvir the Wanderer

Location: Stonefang Tunnels (2-2) (Requires Pure White or Pure Black WT)

Scirvir the Wanderer is a plunderer who entered Boletaria through the fog in hopes of pillaging the riches of the deceased, but found himself trapped in a deep mineshaft of the Stonefang Tunnels. When he appears in body form (PWWT), he will give the player a Pure Greystone in exchange for a glimpse of the Dragon Bone Smasher. He drops the Ronin's ring, and the Talisman of Beasts (the latter if killed in PBWT).



Blacksmith Ed

Location: Stonefang Tunnels (2-1)

Ed offers the same services as Boldwin, but when he is presented with the Red Hot Demon's Souls (Flamelurker) he will upgrade equipment with Demon's Souls to create unique weapons as well as Colorless Demon's Souls to enhance others.

He can perform upgrades with all stone types. He drops Hands of God when killed, presumably the other half of the pair shared with Boldwin.

Lord Rydell

Location: Tower of Latria (3-1)
(Black Phantom Rydell requires PBWT)

Lord Rydell is among the many prisoners in Latria who were locked up by the possessed old man. Rydell is a phantom desperately wanting to retrieve a precious artifact from his corpse. It is said that he is sometimes referred to as “Little Allant”, which causes great speculation about his connection to both the King and Ostrava. He can be freed from his cell with a key obtainable in 3-2 provided you have Pure White World Tendency. When defeated in his Black Phantom form, Rydell drops the Phosphorescent Pole.



Master Satsuki

Location: The Shrine of Storms (4-1) (Visible in all Tendencies, but requires Pure White or Black to interact)

Satsuki is a mysterious man encountered in the Shrine of Storms whose primary goal is to find the legendary katana known as the Magic Sword “Makoto”, named after a giant in a distant country. His demeanor is that of one who cannot be trusted, and if given the blade he so desires, he may not be inclined to let the player leave his sight alive. Little else is known about him. With Pure White World Tendency, Satsuki charges the player to retrieve the weapon he seeks, and if it is voluntarily handed over, he will attack the player with it. In Pure Black World Tendency, he will attack the player on sight and drop the Hiltless when slain.



Garl Vinland

Location: The Valley of Defilement (5-3) (Black Phantom form requires PWWT)

Garl Vinland is Maiden Astraea's loyal bodyguard, companion and, rumor has it, lover as well. He followed Astraea into the Valley to carry out her will of bringing peace to the suffering.

He protects her with his life and has gone to great lengths to keep them both safe from pillaging adventurers. He drops the Dark Silver Set and Dark Silver Shield when killed, as well as the Brand when slain in Black Phantom form. He also drops the Crest of Vinland required by Selen Vinland.

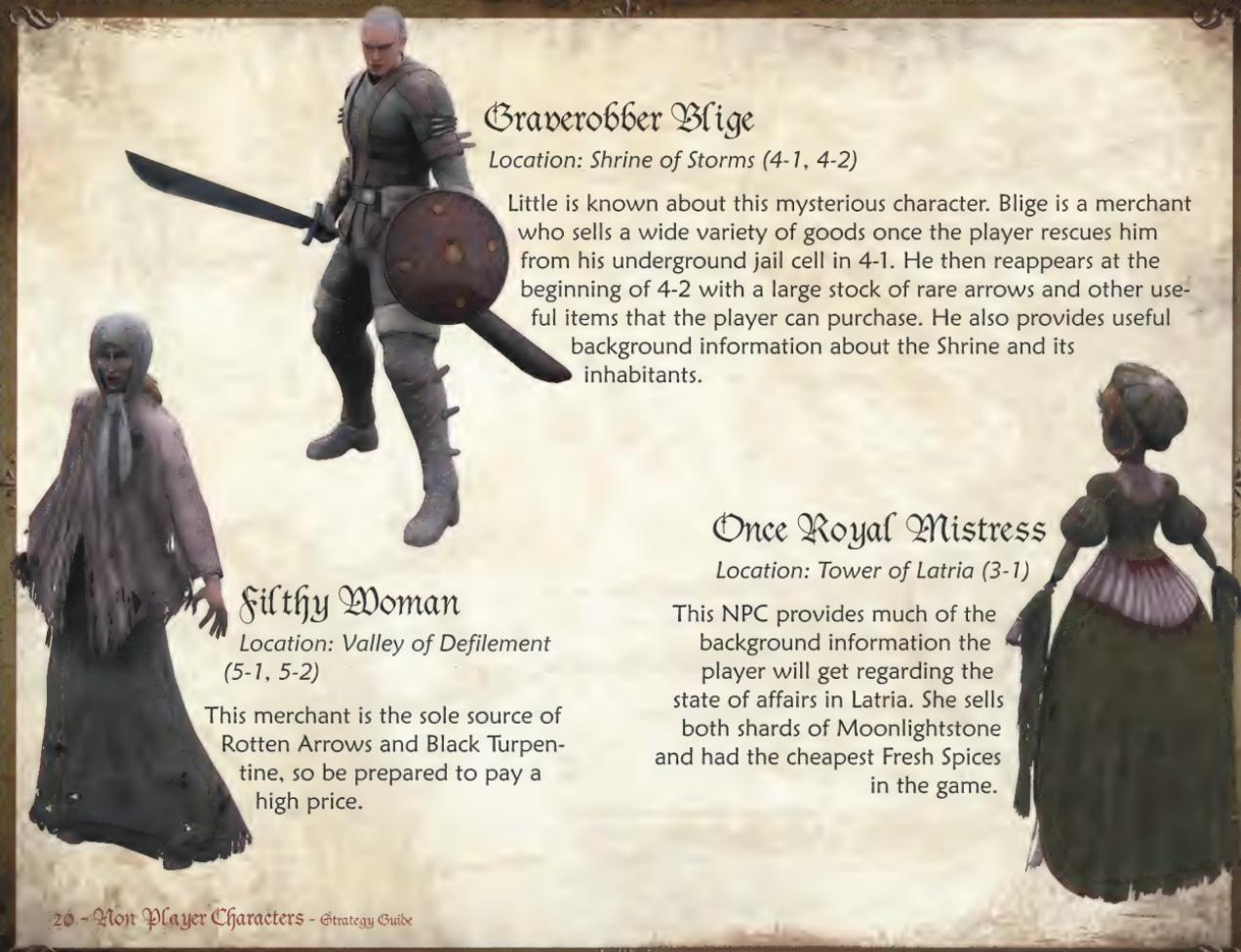


Selen Vinland

Location: The Valley of Defilement (5-2) (Requires Pure White or Pure Black WT)

Selen Vinland is the sister of Garl Vinland, Maiden Astraea's bodyguard. She ventured into the Valley of Defilement in hopes of finding her brother, but has taken refuge in the swamps as she is unable to discover his whereabouts. It is from her that the player learns of the Valley's wretched past as a dumping ground of aborted children. She asks the player to retrieve the Crest of Vinland from her brother and rewards its return with a Ring of Devout Prayer. When in body form (PWWT), she drops the Dull Gold Armor Set. Black Phantom Selen is much more challenging to fight and yields the Blind upon defeat.





Graverobber Blige

Location: Shrine of Storms (4-1, 4-2)

Little is known about this mysterious character. Blige is a merchant who sells a wide variety of goods once the player rescues him from his underground jail cell in 4-1. He then reappears at the beginning of 4-2 with a large stock of rare arrows and other useful items that the player can purchase. He also provides useful background information about the Shrine and its inhabitants.

Filthy Woman

Location: Valley of Defilement (5-1, 5-2)

This merchant is the sole source of Rotten Arrows and Black Turpentine, so be prepared to pay a high price.

Once Royal Mistress

Location: Tower of Latria (3-1)

This NPC provides much of the background information the player will get regarding the state of affairs in Latria. She sells both shards of Moonlightstone and had the cheapest Fresh Spices in the game.



Dregling Merchant

Location: Boletarian Palace (1-1, 1-2, 1-3)

Seemingly one of the few sane Dregling left in Boletaria, this merchant will likely be the first you meet outside of the Nexus. His stock of items (in particular consumables) increases progressively as you proceed through the first world, and if you have defeated the Boss of 1-2, he will not appear again until 1-3 has been unlocked by the slaying of an archdemon.



Filthy Man

Location: Stonefang Tunnel (2-1, 2-2)

Conveniently located near Blacksmith Ed in 2-1, this merchant sells useful shards and large shards of Hardstone and Sharpstone. In 2-2 he also sells shards of Dragonstone and Clearstone, which saves the player time that would otherwise be spent farming.

"Sparkly" the Crow

Location: Shrine of Storms (4-1)

Another enigmatic character, Sparkly inhabits a lonely tree on a cliff top in the first area of the Shrine of Storms and will trade rare items, consumables and Colorless Demon Souls with the player for certain "sparkly twinkly" items.

Character Classes

Introduction:

One aspect that makes Demon's Souls unique among its RPG peers is that you are only constrained by your character's starting class (or "origin" as it is referred to in Demon's Souls) at the very beginning of the game in terms of both stats and equipment.

Once you access the Maiden in Black to level up and are free to play through the worlds at your own pace, your character will quickly begin to take shape in any form you desire.

Want to be a magic-user in platemail with a shield the size of a house? You can. Want to use bows, miracles and gigantic swords? You can. The only limit is your imagination as long as you try your best not to go overboard on stats you don't need for the character you envision.

In this section we will give a brief outline of the starting classes along with recommendations for what role they could play efficiently and what equipment best suits them.

Class Overview Table

Here are the initial stats and Soul Levels of each of the origins:

Class	Vitality	Intelligence	Endurance	Strength	Dexterity	Magic	Faith	Luck	Starting Soul Level
Knight	10	11	11	14	10	10	11	7	4
Priest	13	11	12	13	8	8	13	8	6
Thief	10	13	10	9	14	10	8	15	9
Magician	9	15	10	9	11	15	6	11	6
Temple Knight	11	8	13	14	12	6	13	7	4
Soldier	14	9	12	12	11	8	10	10	6
Wanderer	10	10	11	11	15	9	7	13	6
Barbarian	15	7	13	15	9	11	8	11	9
Royalty	8	12	8	9	12	13	12	7	1
Hunter	12	10	13	11	12	8	8	12	6

As you can see, there is a wide range of starting stats available, and although we'll be using the "Royalty" origin for the walkthrough, this should by no means discourage the player from experimenting with other starting setups.

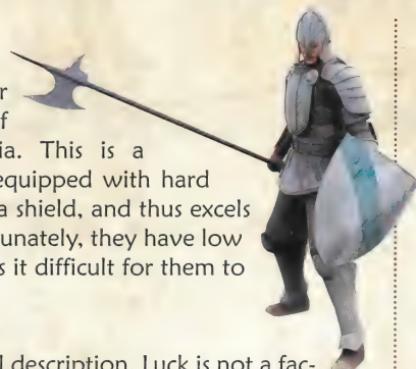
Knight

A knight class from a rather advanced area of Southern Boletaria. This is a character that is equipped with hard metal armor and a shield, and thus excels in defense. Unfortunately, they have low Luck, which makes it difficult for them to obtain items.

Despite the official description, Luck is not a factor you need to worry about. The Knight comes with well-rounded stats and an excellent shield, although does restrict mobility a little. Of course, you can un-equip the breastplate and legs of the armor to improve your rolling speed. The long sword is a versatile weapon, deadly in both single- and double-handed grips and capable of wide-angled slashing attacks as well as a piercing lunge (heavy attack). Knights can be expanded easily into hybrid mages, or strength builds with some minor spells for versatility.

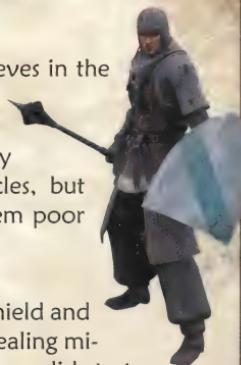
Starting Equipment

Long Sword, Mail Breaker, Kite Shield, Fluted Helmet, Fluted Armor, Fluted Gauntlet, Fluted Leggings



Priest

A soldier of the cloth that believes in the God of this world. This is a tough character that is equipped with chain mail and shield. They can heal themselves with miracles, but their lack of Dexterity makes them poor at handling advanced weapons.



Coming equipped with a Heater Shield and the Talisman of God for a simple healing miracle means that the Priest can be a solid starter for a Faith-themed character. However, it suffers somewhat from being left in the shadow of the much more popular Temple Knight, and as the official description suggests, the lack of Dexterity limits their ability to use weapons such as bows effectively.

Starting Equipment

Mace, Heater Shield, Talisman of God, Chain Helmet, Chain Mail, Chain Gloves, Hard Leather Boots

Thief

They are hired by royalty and engage in dirty jobs. This character is good at sneaky tactics such as surprise attacks, ambushes, and critical attacks after parrying. They have very good luck.

Unfortunately, thieves have a very one-sided stat spread, forcing you (if you don't want to waste points) to specialize in Dexterity – or Luck-based combat. This does, however, make them ideal for characters using Blueblood Swords. Additionally, their starting gear makes the early levels a breeze.

Their high Dexterity means that Thieves can use their short bow very effectively. The high Luck stat means that the average Thief player will garner a few more items per world than the others.

Starting Equipment

Dagger, Buckler, Short Bow, Assassin's Mask, Black Leather Armor, Black Boots, Black Leather Gloves



Royalty

A person of royal descent who has officially learned spells. They use the spell Soul Arrow. Their Soul Level is the worst and begins as 1, but they are the only class that begins equipped with a rare ring.

The official description of the Royalty class does not do it justice. It combines the power of the magician (albeit with a much better spell, Soul Arrow) with a Thief-style melee combat setup. The Royalty class is regarded by many as the easiest starter, since it also comes pre-equipped with two MP-increasing items and the Fragrant Ring, which provides passive mana regeneration.

The Royalty class makes a good spell caster, but due to the low Soul Level can be molded into almost any character you choose. This is the class that we will be using for this Strategy Guide's walkthrough.

Starting Equipment

Rapier, Silver Catalyst, Buckler, Silver Coronet, Wizard's Clothes, Wizard's Gloves, Wizard's Shoes, Fragrant Ring, Soul Arrow



Temple Knight

A special knight that protects the temple of God. They are heavily clad soldiers wearing white armor with the name of the now-lost first temple who mow down enemies with their halberds. They can heal themselves with miracles as well.

Temple Knights are a powerful and versatile starting class. Their stat spread allows them to use many of the weapons found early on, and they come pre-equipped with high defense armor, an excellent shield and a Halberd, which is effective in either one or two hands. They, like Priests, can heal themselves with a rudimentary miracle, but they are a much less limited class. Temple Knights can form the bare bones of almost any melee character, no matter what your stat focus. However, they are obviously recommended for a Faith-utilizing warrior.

Starting Equipment

Halberd, Heater Shield, Talisman of God, Mirdan Helmet, Armor, Gauntlets, and Leggings



Soldier

A low-class soldier that always stands at the frontline of battle. This is the standard soldier type with especially high Vitality and hard armor. Besides a straight sword, they are equipped with a spear, thus broadening their battle style.



The soldier is another solid starting class as it combines high Vitality with very good defensive armor and a variable melee attacking style. They are definitely a very effective class for a new player trying to get a grip on Demon's Souls' melee combat; and as such, make powerful Strength-based warriors.

The Short Spear allows attacks from behind the shield, and the wide arc of Broad Sword swings gives the Soldier an edge against multiple foes.

Starting Equipment

Broad Sword, Short Spear, Soldier's Shield, Plate Helmet, Coat of Plate, Plate Gauntlets, Plate Leggings

Barbarian

A person from a primitive civilization. Out of all the classes, they have the highest Soul Level, Vitality, Endurance, and Strength, but their initial equipment is the worst. They have no armor and their only weapon is a club.

Barbarians may have the highest starting Soul Level, but they are perhaps the most difficult of the starting origins to get used to.

The lack of any armor at all and the slow attack style of their weapons means fights which would be simple for other starting classes quickly become dangerous for Barbarians.

Their high Vitality does, however, work as a trade-off, and they can be turned into good Strength-based melee fighters with difficulty. Not recommended for your first play through.

Starting Equipment

2 Clubs and a Wooden Shield



Magician

A commoner that officially learned spells. They have already learned two spells, called Flame Toss and Water Veil. Since their weapon is small, and they lack in defense, they don't do too well in hand-to-hand combat.



The first of the two standard magic users, the magician comes with two useful spells: Flame Toss and Water Veil. Flame Toss should be your main method of attack since the low melee combat stats, weaker melee weaponry and low-defense armor mean that in close range combat you won't likely survive long.

Water Veil is invaluable in any battle in which you are likely to take fire damage, and it can save your life from dragon fire. Magicians obviously work well as spell casters, but they can be adapted to use a mixed melee and ranged magic strategy.

Starting Equipment

Short Sword, Leather Shield, Wooden Catalyst, Wizard's Clothes, Wizard's Boots, Wizard's Gloves

Wanderer

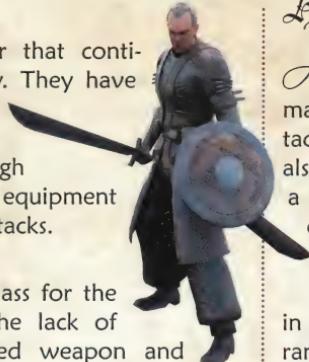
A lightly equipped soldier that continues an aimless journey. They have especially high Dexterity and are skilled at using a curved sword. They also have high Luck, but because their initial equipment is shabby, they are weak to attacks.

The Wanderer is a starting class for the more experienced player. The lack of high-defense armor, a ranged weapon and spells/miracles make the Wanderer more difficult to use, yet the Falchion and Dagger are both very effective melee weapons in an experienced player's hands.

Similar to the Thief, the high Luck lends this origin well to the Blueblood Sword and will be useful when trying to obtain rare items.

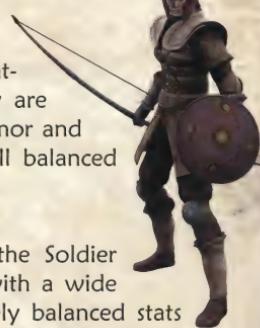
Starting Equipment

Falchion, Dagger, Wooden Shield, Leather Armor, Leather Gloves, Hard Leather Boots



Hunter

A specialist at outdoor activities. Their specialty is making long range sniping attacks with a Long Bow. They are also equipped with leather armor and a battle axe, so they are well balanced overall.



The Hunter is similar to the Soldier in that the character comes with a wide range of attack styles, relatively balanced stats and good armor. This makes for a good starting class for new players, especially because of the Long Bow and the opportunity to use zoomed ranged attacks to avoid close range combat.

The Hunter's stats mean that it is most suited to a Dexterity-themed character.

Starting Equipment

Long Bow, Battle Axe, Leather Shield, Leather Armor, Leather Gloves, Leather Boots

Character Stats

To upgrade stats, players must beat the Boss of 1-1 and talk to The Monumental.
 Stats can then be upgraded by visiting the Maiden in Black.

Image	Stat	Weapon Requirement?	Increase Effects
	Vitality	No	Max HP UP Item burden UP
	Intelligence	No	Max MP UP Magic memory slots UP
	Endurance	No	Max stamina UP Equip weight UP Fire resistance UP Poison resistance UP Bleed resistance UP
	Strength	Yes	Physical damage UP
	Dexterity	Yes	Physical damage UP Falling damage DOWN
	Magic	Yes	Magic power UP
	Faith	Yes	Miracle power UP Miracle memory slots UP Magic damage resistance UP
	Luck	No	Item drop rates UP Disease resistance UP
	Soul Level	No	Increasing any other stat increases Soul Level Physical Defense UP Soul Points required for next level UP



Spells and Miracles



Miracle List

Miracle Name	MP	Needed	Trainer	Requirement	Effect
Heal	30	1	Disciple of God or Saint Urbain	5,000 souls	Recovers a small amount of HP (based on your Faith Stat)
Regeneration	40	1	Saint Urbain	Swollen Demon's Soul	Gradually regenerates HP (about 1% HP per second)
Recovery	60	2	Saint Urbain	3 Colorless Demon's Souls	Recovers a lot of HP (based on your Faith Stat)
Second Chance	100	2	Saint Urbain	Hero Demon's Soul	When the users HP reaches 0, instead of dying, their health is returned to 50%
Ressurection	50	1	Saint Urbain	Pureblood Demon's Soul	Nearby Blue Phantoms are sent back to their world in body form
Antidote	20	1	Disciple of God or Saint Urbain	3,000 souls	Cures poison
Cure	30	1	Saint Urbain	Wriggling Demon's Soul	Heals all status ailments (poison, plague, and bleeding)
Evacuate	40	1	Disciple of God or Saint Urbain	20,000 souls	Transports the user back to the Nexus
Hidden Soul	30	1	Disciple of God or Saint Urbain	3,000 souls	Makes it harder for Black Phantoms to see the user
Banish	50	2	Saint Urbain	Yellow Demon's Soul	Returns nearby Black Phantoms to their worlds

Miracle Name	MP	Needed	Trainer	Requirement	Effect
Anti-Magic Field (AMF)	10	2	Saint Urbain	Storm Demon's Soul	Creates a radius around the user within which it impossible to cast spells
God's Wrath	100	2	Saint Urbain	Dragon Demon's Soul	Delivers large area-of-effect magic damage (can be used through obstacles)

Spell List

Spell Name	MP	Needed	Trainer	Required	Effect
Soul Arrow	5	1	Freke's Apprentice or Sage Freke	1000 souls	Basic offensive magic spell
Homing Soul Arrow	40	2	Sage Freke	Yellow Demon's Soul	Creates several Soul Arrows that shoot towards the enemy when they come within range.
Soul Ray	15	1	Sage Freke	Doll Demon's Soul	More powerful version of Soul Arrow which can penetrate multiple enemies
Flame Toss	9	1	Freke's Apprentice or Sage Freke	1,000 souls	Basic offensive fire spell
Fire Spray	2	1	Sage Freke	Hard Demon's Soul	Weak fire spell that can be used while moving with a low MP cost
Fireball	20	2	Sage Freke	Dragon Demon's Soul	Offensive fire spell with area-of-effect and knockback
Firestorm	100	3	Yuria the Witch	Dragon Demon's Soul	A very powerful area-of-effect fire spell centred around the caster
Ignite	18	2	Yuria the Witch	Hard Demon's Soul	Short-ranged fire spell with high damage

Spell Name	MP	Needed	Trainer	Required	Effect
Protection	20	1	Freke's Apprentice or Sage Freke	5,000 souls	Slightly reduces physical damage taken
Warding	50	2	Sage Freke	Iron Demon's Soul	Greatly reduces physical damage taken
Death Cloud	30	2	Sage Freke	Pureblood Demon's Soul	Creates a cloud that infects enemies who enter it with the plague
Poison Cloud	15	1	Sage Freke	Wriggling Demon's Soul	Creates a cloud that poisons enemies who enter it
Acid Cloud	30	1	Sage Freke	Eroded Demon's Soul	Creates a cloud that wears down the durability of enemy's equipment when they enter it
Enchant Weapon	20	1	Freke's Apprentice or Sage Freke	5,000 souls	Adds minor magic damage to the right-handed weapon (damage is based on your Magic stat)
Light Weapon	50	2	Sage Freke	Silver Demon's Soul	Adds major magic damage to the right-handed weapon



Spell Name	MP	Needed	Trainer	Required	Effect
Cursed Weapon	100	3	Yuria the Witch	Silver Demon's Soul	Adds 50% weapon damage to right-handed weapon but slowly reduces the user's HP over time
Soul Thirst	200	3	Yuria the Witch	Yellow Demon's Soul	Increases souls earned by 50% for 30 seconds
Relief	10	1	Yuria the Witch	Pureblood Demon's Soul	Fully recovers the HP of an ally within touching distance
Demon's Prank	4	1	Freke's Apprentice or Sage Freke	500 souls	Makes a noise in the distance which distracts nearby enemies
Water Veil	20	1	Freke's Apprentice or Sage Freke	500 souls	Slightly reduces fire damage taken
Cloak	10	1	Freke's Apprentice or Sage Freke	500 souls	Makes it harder for enemies to see the user (same effect as the Thief's Ring)
Soul sucker	100	3	Yuria the Witch	Maiden in Black Demon's Soul	Instantly kills non-Boss Demons and NPCs (Souls awarded are doubled)



World Tendency

World Tendency (WT) is a very important aspect in Demon's Souls, yet it is not explained well within the context of the game. Although confusing and intimidating to the new user, manipulating WT is a lot simpler than it may first appear.

WT can affect the game in many ways, and your ability to change it from Pure White World Tendency (PWWT) to Pure Black World Tendency (PBWT) and vice versa is important, if you wish to collect the more valuable equipment throughout the game.

However, before you attempt to influence your WT in any way, it is important to note that unlike WT's companion Character Tendency, the changes that you make are not instantaneous. You must return to the Nexus first. Below are the factors that will change your World Tendency, and the reasons why this change is important.

Moving Your World Tendency Towards White:

- ◆ Killing a Boss Demon.
- ◆ Killing any of the following Black Phantom Non-Playable Characters (BP NPCs):
 - BP Executioner Miralda (1-1)
 - BP Scirvir the Wanderer (2-2)
 - BP Lord Rydell (3-1)
 - BP Satsuki (4-1)
 - BP Selen Vinland (5-2)
- ◆ Killing a Primeval Demon.
- ◆ Defeating an Invading Black Phantom.

Moving Your World Tendency Towards Black:

- ◆ Dying in Body Form (in the world where you wish to alter your Tendency).
- ◆ Killing any of the following NPCs in Body Form:
 - Executioner Miralda (1-1)
 - Old King Doran (1-1)
 - Scirvir the Wanderer (2-2)
 - Rydell (3-1)
 - Satsuki (4-1)
 - Selen Vinland (5-2)

World Tendency Notes:

- ◆ Deaths in Soul Form do not affect WT.
- ◆ Deaths in Nexus do not affect WT.
- ◆ Play offline if you are trying to achieve PBWT.
 - This is because, your WT for all worlds resets to the online average WT of all users when you sign in to PSN. This average is generally close to PWWT.

Effects Of Changing Your World Tendency:

- ◆ In Pure White World Tendency.
 - Enemies are weaker, but you earn fewer souls from killing them.
 - Enemies have a higher chance of dropping healing items (grasses and lotuses).
 - Enemies have a lower chance of dropping rare items (weapons and stones).
- ◆ In Pure Black World Tendency.
 - Your HP in Soul Form is decreased even more than normal.
 - Enemies are stronger, and you earn more souls from killing them.
 - Enemies have a lower chance of dropping healing items (grasses and lotuses).
 - Enemies have a higher chance of dropping rare items (weapons and stones).

Achieving All Tendency Events

On top of the minor factors listed above, you will need to manipulate World Tendency to access all of the characters and items/weapons available. Listed below are the changes to each world as you push your WT to Pure White or Pure Black. Here is a quick guide to help make sure you gain access to every scenario in a single play through.

NOTE: It is wise to do this WT change from PB to PW in offline mode. If you are online, make sure you have enough time to do the entire world without turning off your PS3 or logging out of the PlayStation® Network. If you don't, the change from Pure Black to Pure White will not be saved. Furthermore, remember that even though you kill an NPC in Body Form, its Black Phantom form will still appear and vice versa. Try to think of them as 2 different characters.

In each world, you will want to play up to the Arch-demon without killing it since you have to save it to obtain PWWT after you get the PBWT events finished. At this point, commit suicide in Body Form a minimum of 5 times but no more than 7 (It takes 7 deaths in Body Form to go from PWWT to PBWT), using your Stone of Ephemeral Eyes (SoEE) to revive before each death. Remember that dying in Soul Form will not affect WT. (It is sometimes wise to go to the Nexus after 5 deaths to check your WT. This saves you from wasting your Ephemeral Eyes.) When you have achieved Pure Black World Tendency, do not revive a final time; a death in Body Form when completing the PBWT scenarios will generally ruin the flop to PWWT. You are going to need to do all of the PBWT events without returning to the Nexus, so prepare accordingly. If you return to the Nexus, the flop will not work. When all PBWT events are finished, kill the Arch-demon. (You may return to the Nexus prior to do this.). By killing them, you will obtain Pure White World Tendency and at this point, finish all of the PWWT events. (Again, do not return to the Nexus until all of the PWWT events are finished or you may not get them all.). Rinse and repeat all 5 worlds.

World Tendency Events:

World 1 – Boletarian Palace

World 1-1: Phalanx

- ◆ Pure White World Tendency
 - The dragons have flown from their nest.
 - The gate near the first enemy is unlocked
 - Executioner Miralda will appear and attack in Body Form (in gate unlock area). She drops Binded Armor and Master's Ring.
- ◆ Pure Black World Tendency
 - The gate near the first enemy is unlocked.
 - Executioner Miralda will appear and attack as a BP (in gate unlock area). She drops the Guillotine Axe.
 - Generic Black Phantoms appear near the Mausoleum door.
- ◆ NOTES
 - Once you have opened the gate by obtaining Pure White or Black World Tendency, it does not shut if your WT changes.

World 1-2: Tower Knight

- ◆ Pure White WT: None.
- ◆ Pure Black WT 2
 - Generic Black Phantoms appear near the Tower Knight fog gate.

World 1-3: Penetrator

- ◆ Pure White WT: None.
- ◆ Pure Black WT
 - Primeval Demon appears.
 - 2 Fat Minister Black Phantoms appear on the wall above the Primeval Demon.

World 1-4: False King

- ◆ Pure White WT: None
- ◆ Pure Black WT: None

World Tendency Events:

World 2 – Stonefang Tunnel

World 2-1: Armor Spider

◆ Pure White WT: None.

◆ Pure Black WT

- Primeval Demon appears.
- Black Phantom standard miners appear in various locations.

World 2-2: Flamelurker

◆ Pure White WT

- Scirvir the Wanderer appears. He wishes to see the Dragon Bone Smasher and will give you a pure Greystone in exchange.

◆ Pure Black WT

- Black Phantom Scirvir the Wanderer appears and attacks. He drops the Talisman of Beasts.
- Black Phantom Bearbugs appear in various locations.

World 2-3: Dragon God

◆ Pure White WT

- The area to the Dragon Bone Smasher is opened immediately to the left after entering the Dragon God arena.

◆ Pure Black WT: None.

World Tendency Events:

World 3 – Tower of Latria

World 3-1: Fool's Idol

◆ Pure White WT

- Debris is cleared across from Rydell's cell, and the items become accessible.
- One you've freed Lord Rydell, 2 Floor E area unlocks.

◆ Pure Black WT

- Black Phantom Mind Flayers appear in various locations.
- Black Phantom Rydell appears and attacks. He drops the Phosphorescent Pole.

World 3-2: Maneater

◆ Pure White WT

- Above the first worship tower – a board bridges the gap to the top of the tower where the key to Lord Rydell's cell is found.

◆ Pure Black WT

- Black Phantom Facebugs appear in various locations.
- Primeval Demon appears.

World 3-3: Old Monk

◆ Pure White WT: None.

◆ Pure Black WT: None.

World Tendency Events:

World 4 – Shrine of Storms

World 4-1: Adjudicator

♦ Pure White WT

- Satsuki appears by the first enemy.
- Requests to see Magical Sword "Makoto".
- He attacks you if you have the sword equipped.
- If the sword is in your inventory, he asks to see it.
- He attacks you with it if you agree.
- He attacks you if you refuse to show it.

♦ Pure Black WT

- Black Phantom Satsuki appears and attacks. Drops Hiltless.
- Black Phantom Silver skeleton appears near the beginning.
- Black Phantom Gold skeleton appears in various locations.

World 4-2: Old Hero

♦ Pure White WT

- Magic Sword "Makoto" appears in the hole in the ground near Patches.

♦ Pure Black WT

- Primeval Demon appears.
- Two Black Phantom Gold skeletons and a Black Phantom dual katana skeleton appear outside between the second and third reaper.

World 4-3: Storm King

♦ Pure White WT: None.

♦ Pure Black WT: None.

World Tendency Events:

World 5 – Valley of Defilement

World 5-1: Leechmonger

♦ Pure White WT

- Just before the first Giant Goblin, a ladder appears leading to Istarelle.

♦ Pure Black WT: None.

World 5-2: Dirty Colossus

♦ Pure White WT

- Selen Vinland appears after the first fog gate.

♦ Pure Black WT

- Black Phantom Giant Goblins appear in various locations.
- Black Phantom Selen Vinland appears and attacks. She drops Blind.
- Primeval Demon appears.
- Extra items appear in the Leechmonger's area.

World 5-3: Maiden Astraea

♦ Pure White WT

- Black Phantom Garl Vinland appears and attacks. He drops The Crest of Vinland.
- Body Form Garl Vinland and Maiden Astraea must be killed for BP Garl to appear.

♦ Pure Black WT: None.

Character Tendency

What Is Character Tendency?

Character Tendency (CT) is similar to World Tendency but at the individual player level. Character Tendency is roughly analogous to an “alignment” for your character.

CT is different from WT in several ways: There are different (and some similar) ways to push it White or Black, and CT is affected immediately after the action – you don’t need to return to the Nexus for the change to happen. CT also carries over into NG+.

The information below describes several ways in which you can change your Character Tendency:

Moving Your Character Tendency Towards White:

- ◆ Defeating an Invading Black Phantom (BP)
 - CT is not changed when a Blue Phantom kills the Invader
- ◆ Defeating a Non-Playable Character (NPC)
 - Old Monk does not affect your CT
- ◆ Killing any of the following BP NPCs
 - BP Executioner Miralda (1-1)
 - BP Scirvir the Wanderer (2-2)
 - BP Lord Rydell (3-1)
 - BP Satsuki (4-1)
 - BP Selen Vinland (5-2)

Note: There are some ways in which the above NPCs can die and CT will not be affected:

- If they fall to their death
- If they are killed by Soulsucker
- If they are killed by Poison Cloud
- If you help another player, such as a Blue Phantom, kill a Boss or arch demon

Also:

- Killing BP Ostrava or Garl Vinland does not affect CT

Moving Your Character Tendency Towards Black:

- ♦ If you invade as a Black Phantom and succeed in killing the host
- ♦ If you kill a Vendor or other harmless NPCs (harmless, meaning that their death will not have too much impact on your game during that play through.). These include:
 - Dregling Merchant (1-1, 1-2, 1-3)
 - Filthy Man (2-1, 2-2)
 - Once Royal Mistress (3-1)
 - Graverobber Blige (4-1, 4-2)
 - Filthy Woman (5-1, 5-2)
 - Crestfallen Warrior
 - Acolyte of God
 - Worshipper of God (before killing her, ensure you have obtained the Pure Faintstone from her by talking to her with 20 or more Faith.)
 - Freke's Apprentice
- ♦ Defeating the host player as a summoned Black Phantom (by the Old Monk Boss).

What Does Character Tendency Do?

Your Character Tendency is independent of World Tendency, yet it similarly affects game difficulty. Furthermore, at Pure White or Pure Black, CT adds some content to the game.

♦ When Pure White:

- Talk to the Monumental (in either Body or Soul Form) when your Character Tendency is Pure White to get the Friend's Ring .
- Attack power is increased in Soul Form (increases in 2 steps, max at Pure White).
- Demonbrand's attack power is raised and Soulbrand's attack power is lowered. Northern Regalia's attack power is raised.

♦ When Neutral

- Your maximum HP in Soul Form is reduced to 95%. (stacks with World Tendency)
- Demonbrand, Soulbrand and Northern Regalia's attack fixed at 0.

♦ When Pure Black

- Your maximum HP in Soul Form is reduced to 90%. (Stacks with World Tendency, i.e. 81% with a Pure Black Character and World Tendency, so you only get 61% of your Body Form HP even with the Cling Ring).
- Mephistopheles will show up on the second floor of the Nexus when your Character Tendency is Pure Black, and you have released and killed Yurt in 3-2.
- Soulbrand's attack power is raised and Demonbrand's attack power is lowered. Northern Regalia's attack power is raised.

Mephistopheles will request that you carry out a series of NPC assassination quests:

Note: If possible, we suggest you do these before going into 1-3 as Ostrava and Biorr may not be available after that time. All Nexus citizens do not need to be alive for Mephistopheles to show up, but you cannot get rewards for their deaths (they will be skipped).

Target	Reward
Saint Urbain and followers	Stone of Ephemeral Eyes
Sage Freke and followers	Stone of Ephemeral Eyes
Patches, the Hyena	Colorless Demon's Soul
Biorr of the Twin Fangs	Colorless Demon's Soul
Ostrava	Talisman of Beasts
Yuria the Witch	Foe's Ring

The exact figures for the increase and decrease in the attack power of the unique weapons mentioned above are:

Weapon	Pure White	Neutral	Pure Black
Demonbrand	PhyAtk +130 MagAtk +110	PhyAtk +0 MagAtk +0	PhyAtk -130 MagAtk -110
Soulbrand	PhyAtk -120 MagAtk -130	PhyAtk +0 MagAtk +0	PhyAtk +120 MagAtk +130
Northern Regalia	PhyAtk +135 MagAtk +135	PhyAtk +0 MagAtk +0	PhyAtk +135 MagAtk +135

How Can I Find Out My Character Tendency?

You can get a rough view of your Character Tendency by viewing the statue at the center of the Archstone status display menu. If the statue is glowing bright blue, your Character Tendency is white. If your character is darkened (black), your character tendency is black.



The changes in the above attack power table can also be used in conjunction with the appropriate weapon to help you determine if your CT is pure or just between neutral and one of the colors.

Online Mode

Online

Demon's Souls has been praised by game reviews and players alike for its unique and innovative online experience. Summing up all the qualities that make the online play so different from what you may be used to is very difficult—it's something you have to experience for yourself. In this section of the guide, we will go over the basics of how the online play works, how to get the most out of your play, and how to survive while both aiding and hindering other players.

Soul Signs, Messages, Various Phantoms and Coloured Stones



Message



White Phantom



Bloodstain Phantom

Messages are a logical place to start since new players will undoubtedly see their first messages in the tutorial area. However, messages are not just used to teach you the controls. In the actual game worlds (or as a message will say, when the "True Demon's Souls" starts), messages are often left by other players to help or hinder you. Messages can point out dangers such as the 1-1 Red Dragon and pitfalls or reveal the location of items you may miss otherwise. By pressing the SELECT button you are able to select preset phrases of your own to leave as messages. These can then be rated by other players in the same way that you rate their mes-

sages (also with the SELECT button menu). If your message is appreciated, and therefore rated, by another player, you will receive a significant health boost that can be life-saving in difficult fights. Unrated messages (usually pointless or misleading) quickly and conveniently disappear from the Worlds.

In the world of Demon's Souls, you may notice transparent outlines of fellow players near you, fighting monsters, looting items or maybe just standing still in the Nexus as they try on some new gear. This is part of the online experience: these so-called “White Phantoms” not only provide some company, but also indicate tactics and approaches to areas that may assist fellow Demon hunters.



Blue Phantom



Black Phantom

Similarly, when you play online, you will see bloodstain Phantoms (or ‘Pink Phantoms’), which appear when you press the CROSS button on one of the interactive bloodstains. Pressing the CROSS button shows a short clip of the last moments of another player; this offers insight into the actions that led to their death, such as missing an enemy or pitfall in the low light or simply taking on too many opponents at once.

These two kinds of phantoms allow you to negotiate the areas ahead of you with a little extra knowledge of the danger and possible rewards that may be close at hand.

Soul Signs follow this same concept; the first type of Soul Sign you are likely to see is the Blue Soul Sign (or BSS). When players in Soul Form use their Blue Eye Stone in an area where this is possible, a BSS is created with their PSN.

When interacting with its creator or another player in Body Form, this Sign shows the creator’s PSN online ID, played sessions and player-rated scores in an S-D letter format, (The Sign appears in the worlds of other players who are within a certain level range of each other—more on this later.). Interacting with the Sign

allows the Body Form player to summon the owner of the Sign into his or her world in order to assist them as a Blue Phantom. Blue Phantoms cannot harm the Host player or NPCs in the Host's World, but they can defend the host against Black Phantom invasions, which we will discuss next.

The Black Eye Stone is a little different to the Blue Eye Stone. Using the Black Eye Stone while in Soul Form will allow the player to invade another player's World against their will as a Black Phantom. The Black Phantom player's objective is to kill the Host player before they reach the Boss, in which case the Black Phantom is returned to their own world. If the Black Phantom falls to its death or is killed by the environment (the Dragons in World 1 for example), it loses a Soul Level. Otherwise, the penalty for defeat is the loss of a percentage of carried souls.

Red Eye Stones are similar to Blue Eye Stones in that they leave a Sign with the user's details on it. However, when the Host player summons the Sign-layer, the summoned player will appear as a Black Phantom. The RES is intended to be used for duels since the summoner effectively wagers a Soul Level against the summoned phantom in a fight to the death.

Basics of PvP

Here are some basic tips for the new online player:

The level range at which you will most likely be invaded is around 80-140, with most of the hardcore PvPers keeping their characters around Soul Level 120-130. (This is thus the level range the example builds will be based on.)

The Soul Level range equation is roughly plus or minus 10 (Your Soul Level divided by 10) in either direction from your Soul Level. However, an Soul Level 100 player could play with others in the range of 80-120 since the other player must also fit inside the first player's range; this makes the actual minimum and maximum levels a little different.

Don't underestimate the importance of buffing in PvP. Second Chance, Warding and Curse/Light Weapon are all essential, and players using a buff (Not SC) that runs on a time delay should be avoided until it runs out. Then, strike while they try to recast.

Always try to carry some Widow's Lotuses, or Dark Moon Grass. Status effects are fairly common in all levels of PvP, with many players employing tearing weapons, cloud spells or Baby's Nail to weaken their opponents.

Try your best to protect your back since backstabs are incredibly dangerous, even to the experienced player. Also, rolling is preferable to blocking as this means you aren't putting yourself at risk. Often, players can break your guard and leave you totally vulnerable in seconds, even if you have a heavy shield and the optimum Endurance for PvP. Also, if you use rolling, try to make sure your equipment weight is less than 50% of your maximum or you will have serious trouble evading anything. Wearing armor with no stamina regeneration penalty, such as the Binded Set or Ancient King's, also helps a great deal.

If you can, carry a Dark Silver Shield with you into PvP at all times or at least when you think there is a risk of being invaded. It nullifies magic damage on block and gives you the best protection against magic users or players with Crescent/Moon weapons. With a great deal of practice, experienced players can also parry careless attacks and counterattack with a riposte for very high damage.

For MUCH more detailed information on PvP and playing online, visit <http://demonssouls.wikidot.com>



Weapons

Sword-Asian / Curved Sword

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Shotel	70/0/0 Bleed 120	100	1.5	10/16/0/0 E/D/-/-	4-x Silver Skeleton drop 5-2 Treasure	Ignores 50% of the DamageCut% of the enemy's shield +0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Crescent +8 - Large Sword of Searching
	Scimitar	80/0/0 Bleed 120	120	1.0	8/10/0/0 E/D/-/-	1-1 Treasure Graverobber Blige (1,000 souls)	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Crescent +8 - Large Sword of Searching
	Falchion	85/0/0 Bleed 120	120	1.5	9/10/0/0 E/D/-/-	Wanderer starting weapon 4-1 Treasure (Crescent +1) Graverobber Blige (1,500 souls)	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Crescent +8 - Large Sword of Searching
	Kilij	90/0/0 Bleed 120 (Slashing)	140	3.0	14/10/0/0 E/D/-/-	4-1 Treasure 4-1, 4-2 Gold Skeleton drop	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Crescent +8 - Large Sword of Searching
	Blind	70/0/0 Bleed 120	50	0.1	3/24/0/0 -/S/-/-	Black Phantom Selen Vinland drop	Ignores shields Can be upgraded using Colorless Demon's Soul
	Large Sword of Searching	170/0/0 Bleed 120	400	8.0	24/16/0/0 D/D/-/-	Upgraded weapon Consumes Hero Demon's Soul	Doubles base item drop rate

Sword-Piercing / Katana

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Uchigatana	95/0/0 Bleed 180 (Slashing, Piercing)	70	5.0	18/13/0/0 E/D/-/-	4-1 Treasure 4-x Black Skeleton drop	+0 - Sharp, Tearing +3 - Quality, Mercury +6 - Moon, Crescent +8 - Large Sword of Searching
	Gripless (Hiltless)	121/0/0 Bleed 180	70	4.5	18/19/0/0 E/B/-/-	4-2 Treasure Black Phantom Satsuki drop	Can be upgraded using Colorless Demon's Soul Inflicts 3% max HP damage to user for each attack
	Magic Sword "Makoto"	210/0/0 Bleed 327	70	5.5	18/13/0/0 -/-/-	4-2 Treasure (Pure White World Tendency)	Can be upgraded using Colorless Demon's Soul Drains 1% max HP per second from user

Sword-Piercing / Rapier

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Mail Breaker	70/0/0 (Piercing)	200	0.5	6/0/0/0 E/D/-/-	Knight starting weapon 1-1 Dregling drop 1-1 Treasure	+0 - Sharp +3 - Quality, Mercury, Fatal +6 - Crescent +8 - Needle of Eternal Agony
	Rapier	75/0/0 (Piercing)	150	0.8	8/12/0/0 E/D/-/-	Royal starting weapon 3-1 Treasure (Mercury +1) Once Royal Mistress	+0 - Sharp +3 - Quality, Mercury, Fatal +6 - Crescent +8 - Needle of Eternal Agony

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Estoc	80/0/0 (Piercing)	150	1.5	9/12/0/0 E/D/-/-	3-1 Treasure 3-1 Prisoner drop	+0 - Sharp +3 - Quality, Mercury, Fatal +6 - Crescent +8 - Needle of Eternal Agony
	Gerl's Stiletto	50/40/0 (Piercing)	200	0.7	7/0/14/0 E/D/D/-	3-1 Reward for rescuing Sage Freke, the Visionary	Can upgraded using Colorless Demon's Soul
	Epee Rapier	50/0/80 (Piercing)	400	1.5	9/14/24/0 E/C/C/-	3-2 Treasure	Can upgraded using Colorless Demon's Soul
	Curved Rapier (Spiral Rapier)	70/0/0 Bleed 180 (Piercing)	100	1.5	10 / 16 / 0 / 0 E / D / - / -	3-2 Gargoyle drop	+0 - Sharp +3 - Quality, Mercury, Fatal +6 - Crescent
	Needle of Eternal Agony	10/50/0 (Piercing)	400	0.5	6/20/20/0 -/-/-	Upgraded weapon Consumes Mixed Demon's Soul	Absorbs 20 souls per hit

Sword-Straight / Dagger

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Dagger	65/0/0 (Slashing, Piercing)	200	0.5	6/0/0/0 E/D/-/-	Thief, Wanderer starting weapon Blacksmith Bold- win (700 souls) Graverobber Blige (1,000 souls) 4-2 Treasure	+0 - Sharp +3 - Quality, Mercury, Fatal +6 - Crescent +8 - Needle of Eternal Agony

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Paring Dagger	65/0/0 (Slashing, Piercing)	200	0.5	6/16/0/0 E/D/-/-	3-1 Treasure (Pure White World Tendency) Mephistopheles drop	Parry animation lasts longer +0 - Sharp +3 - Quality, Mercury, Fatal +6 - Crescent +8 - Needle of Eternal Agony
	Secret Dagger	70/0/0 (Slashing, Piercing)	100	0.5	6/0/0/0 E/D/-/-	3-1 Treasure 1-3 Assassin drop	Increased critical damage +0 - Sharp +3 - Quality, Mercury, Fatal +6 - Crescent +8 - Needle of Eternal Agony
	Baby's Nail	55/0/0 Plague 120 (Slashing, Piercing)	100	0.7	7/0/0/0 E/D/-/-	3-1 Treasure	Can be upgraded using Colorless Demon's Soul

Sword-Straight / Straight Sword 1

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Broken Sword	20/0/0 (Slashing, Piercing)	11	1.0	8/0/0/0 D/E/-/-	1-1 Dregling drop 5-2 Treasure	+0 - Blueblood Sword
	Short Sword	75/0/0 (Slashing, Piercing)	200	1.0	9/0/0/0 D/E/-/-	Blacksmith Boldwin (1,000 souls) 3-2 Treasure (Moon +1)	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +8 - Morion Blade
	Long Sword	80/0/0 (Slashing, Piercing)	200	2.0	10/0/0/0 D/E/-/-	Knight starting weapon Dregling Merchant (1,500 souls) 2-2 Treasure (Dragon +1)	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +8 - Morion Blade

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Knight Sword	85/0/0 (Slashing, Piercing)	220	3.0	14/0/0/0 D/E/-/-	Dregling Merchant (1-3) (20.000 souls) 1-4 Treasure 1-4 Red Eye Knight drop	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +8 - Morion Blade
	Broad Sword	80/0/0 Bleed 100 (Slashing, Piercing)	150	2.0	10/10/0/0 E/D/-/-	Soldier starting weapon Dregling Merchant (2.000 souls)	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Crescent +8 - Large Sword of Searching
	Kris Knife (Kris Blade)	20/62/0 (Slashing, Piercing)	120	1.0	8/0/16/0 D/E/B/-	2-1 Treasure	Increases magic damage Decreases magic defense Can be upgraded using Colorless Demon's Soul
	Rune Sword	30/140/0 (Slashing, Piercing)	80	2.0	10/0/18/0 D/E/-/-	3-2 Treasure Black Phantom Ostrava drop	Increases magic defense Can be upgraded using Colorless Demon's Soul
	Penetrating Sword	90/0/0 (Slashing, Piercing)	240	6.0	22/16/0/0 E/C/-/-	1-3 Treasure 1-4 Black Phantom NPC drop	Stronger piercing attacks Can be upgraded using Colorless Demon's Soul
	Blueblood Sword	100/100/0 (Slashing, Piercing)	400	5.0	18/18/18/18 D/-/E/E	Upgraded weapon Consumes Pure- blood Demon's Soul	Damage bonus from Luck stat

Sword-Straight / Large Sword

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Bastard Sword	95/0/0 (Normal)	220	5.0	18/0/0/0 D/E/-/-	1-1 Treasure 2-1 Miner (Flame sword) drop	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +8 - Morion Blade
	Claymore	105/0/0 (Normal)	220	6.0	20/0/0/0 D/E/-/-	1-1 Blue Eye Knight (2h Sword) drop Dregling Merchant (6,000 souls)	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +8 - Morion Blade
	Flamberge	100/0/0 Bleed 120 (Normal)	120	5.0	18/14/0/0 E/D/-/-	3-2 Treasure 1-3, 1-4 Assassin drop	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Crescent +8 - Large Sword of Searching
	Large Sword of Moonlight	0/100/0 (Normal)	900	2.0	0/0/0/24 -/-/-/S	5-2 Treasure	Ignores Shields Can be upgraded using Colorless Demon's Soul
	Stormruler	150/0/0 (Normal)	10	6.0	0/0/0/0 -/-/-/-	4-3 Treasure	Unlocks special attack in 4-3 Knockdown effect on horizontal swings.
	Demonbrand	130/110/0 (Normal)	400	5.5	18/14/0/12 -/-/-/-	1-1 Old King Doran event	Damage bonus increases with White Character Tendency. Damage penalty with Black Character Tendency.
	Soulbrand	120/130/0 (Normal)	400	5.5	18/14/12/0 -/-/-/-	End Game event	Damage bonus increases with Black Character Tendency. Damage penalty with White Character Tendency.
	North Regalia (Northern Regalia)	135/135/0 (Normal)	400	6.5	20/14/12/12 -/-/-/-	Upgraded weapon Consumes False King's Demon's Soul, Soulbrand and Demonbrand	Damage bonus increases with White/Black Character Tendency

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Morion Blade	210/0/0 (Normal)	400	5.0	14/14/0/0 -/-/-	Upgraded weapon Consumes Storm Demon's Soul	50% damage bonus when HP < 30% (Stacks with Clever Rat's Ring)

Sword-Straight / Extra-Large Sword

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Great Sword	130/0/0 (Normal)	230	10.0	26/0/0/0 D/E/-/-	1-3 Treasure 1-3 Red Eye Knight (2h Sword) drop	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +8 - Morion Blade
	Keel Smasher (Dragon Bone Smasher)	200/0/0 (Normal)	600	20.0	30/0/0/0 B/-/-/-	2-3 Treasure (Pure White World Tendency)	Increases fire defense Can be upgraded using Colorless Demon's Soul

Axe / Axe

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Battle Axe	80/0/0 (Normal)	220	2.5	11/0/0/0 D/E/-/-	Blacksmith Boldwin (1,500 souls) 2-1 Treasure (Crushing +1) 1-3 soldier drop	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +6 - Dozer Axe
	Guillotine Axe	87/0/0 (Normal)	250	6.0	20/0/0/0 D/E/-/-	1-1 Black Phantom Miralda drop 1-1 rare Soldier (Axe) drop	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +6 - Dozer Axe

Axe / Large Axe

Image	Name	Damage	Dur	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Crescent Axe	115/0/0 (Normal)	200	7.0	16/12/0/0 D/E/-/-	1-3, 1-4, 2-1, 2-2 Fat Minister drop 1-3 Dregling Merchant (10,000 souls)	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +6 - Dozer Axe
	Great Axe	130/0/0 (Normal)	230	10.0	26/0/0/0 D/E/-/-	2-2 treasure 1-3 Rare Soldier (Axe) drop	+3 - Quality, Crushing, Dragon +6 - Moon, Blessed +6 - Dozer Axe
	Dozer Axe	340/0/0	400	22.0	30/0/0/0 -/-/-/-	Upgraded Weapon Consumes Grey Demon's Soul	

Polearms / Spear

Image	Name	Damage	Dur	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Short Spear	80/0/0	180	2.5	11/0/0/0 E/D/-/-	Soldier starting weapon Dregling Merchant (1,500 souls)	+0 - Sharp +3 - Quality, Mercury, Fatal +6 - Moon +7 - Scraping Spear
	Winged Spear	85/0/0	160	3.0	13/12/0/0 E/D/-/-	1-1, 1-3 Soldier (spear) drop 1-2 Treasure	+0 - Sharp +3 - Quality, Mercury, Fatal +6 - Moon +7 - Scraping Spear

	Istarelle	20/100/0	800	1.0	9/18/0/24 E/D/-/A	5-1 Treasure (Pure White World Tendency)	Can be upgraded using Colorless Demon's Soul Increases Poison and Plague resistances
	Scraping Spear	100/0/0	400	4.0	15/15/0/0 E/A/-/-	Upgraded weapon Consumes Lead Demon's Soul	Reduces opponents' equipment durability by 10 each hit

Polearms / Pole

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Sais (War Scythe)	95/0/0 Bleed 180	130	3.0	13/13/0/0 E/D/-/-	4-2 Reaper drop 5-2 Treasure	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon +8 - Large Sword of Searching
	Halberd	95/0/0	200	3.5	14/12/0/0 D/E/-/-	Temple Knight starting weapon Filthy Woman (5,000 souls) 1-x Soldier (Halberd) drop	+3 - Crushing, Quality, Dragon +6 - Moon, Blessed +6 - Dozer Axe
	Mirdan Hammer	95/0/0	200	3.5	14/12/0/0 D/E/-/-	5-2 Treasure 2-x Miner (Hammer) drop	+3 - Crushing, Quality, Dragon +6 - Moon, Blessed +6 - Meat Cleaver
	Phosphorescent Pole	60/110/0	250	4.0	16/16/12/0 C/E/D/-	Black Phantom Lord Rydyell drop	Can be upgraded using Colorless Demon's Soul Regenerates MP Does not stack with other Phosphorescent Poles

Blunt / Hammer

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Club	55/0/0 (Blunt)	120	1.0	9/0/0/0 C/-/-/-	Barbarian starting weapon Dregling Merchant (500 souls) 2-2 "Treasure" 5-1, 5-2 Giant Depraved One drop	+0 - Meat Cleaver
	War Pick	80/0/0 (Piercing)	170	1.5	10/12/0/0 E/D/-/-	Filthy Woman (4,000 souls)	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Meat Cleaver
	Mace	80/0/0 (Blunt)	250	2.5	11/0/0/0 D/E/-/-	Priest starting weapon 5-1 treasure (Blessed +1) Filthy Woman (3,000 souls)	+0 - Crushing +3 - Quality, Dragon +6 - Moon, Blessed, Meat Cleaver
	Pickaxe	80/0/0 (Piercing)	300	3.0	10/12/0/0 E/D/-/-	Filthy Man (500 souls) 2-1, 2-2 Miner (Pickaxe)	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon, Meat Cleaver
	Morning Star	75/0/0 Bleed 100 (Blunt)	210	2.5	11/0/0/0 D/E/-/-	5-1 Treasure 5-1 Giant Depraved One drop	+0 - Crushing +3 - Quality, Dragon +6 - Moon, Blessed, Meat Cleaver

Blunt / Large Hammer

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Great Club	100/0/0 (Blunt)	140	5.0	20/0/0/0 A/-/-	2-1 Treasure 5-1 Boss area 5-1, 5-2 Giant Depraved One drop	+0 - Meat Cleaver
	Meat Cleaver	90/90/0 (Slashing)	400	10.0	26/0/0/16 S/S/-/A	Upgraded weapon Consumes Swollen Demon's Soul	Gains a small amount of hp each hit
	Brand (Bramd)	210/0/0 (Blunt)	950	36.0	36/0/0/0 B/-/-	Black Phantom Garl Vinland Requires Pure White World Tendency	Can be upgraded using Colorless Demon's Soul Increases Poison and Plague Resistances

Blunt / Fist

Image	Name	Damage	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Iron Knuckles	65/0/0 (Blunt)	300	1.0	8/0/0/0 D/E/-/-	2-1 Miner (Fist)	+0 - Crushing +3 - Quality, Dragon +6 - Moon, Blessed, Meat Cleaver
	Claws	71/0/0 Bleed 120 (Slashing)	100	1.0	8/14/0/0 E/D/-/-	3-1 Treasure 1-3 Assassin drop	+0 - Sharp +3 - Quality, Mercury, Tearing +6 - Moon +8 - Large Sword of Searching
	Hands of God	50/70/0 (Blunt)	727	4.0	19/0/0/16 D/-/-/D	2-2 Treasure (2 total) Blacksmith Boldwin drop Blacksmith Ed drop	Can be upgraded using Colorless Demon's Soul

Bows & Crossbows / Bow

Image	Name	Damage	Range	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Short Bow	30/0	50	100	0.6	12/10/0/0 D/E/-/-	Thief starting weapon Graverobber Blige (1,500 souls)	+3 - Quality, Viscous +7 - Lava Bow
	Long Bow	35/0	60	100	1.2	15/12/0/0 D/E/-/-	Graverobber Blige (3,000 souls)	+3 - Quality, Viscous +7 - Lava Bow
	Compound Short Bow	40/0	50	100	1.0	18/10/0/0 D/E/-/-	1-2 Treasure 4-1 Skeleton Archer drop	+3 - Quality, Viscous +7 - Lava Bow
	Compound Long Bow	45/0	60	100	2.0	22/12/0/0 D/E/-/-	4-1 Treasure 4-1, 4-2 Skeleton Archer drop	+3 - Quality, Viscous +7 - Lava Bow
	White Bow	100/0	75	210	1.5	30/24/0/0 E/E/-/-	4-2 Treasure 1-4 Black Phantom NPC drop	Can be upgraded using Colorless Demon's Soul
	Lava Bow	55/0	55	400	2.0	21/16/0/0 D/D/E/-	Upgraded weapon Consumes Hard Demon's Soul	Adds Fire damage to arrows

Bows & Crossbows / Crossbow

Image	Name	Damage	Range	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Light Crossbow	60/0	50	150	2.5	10/0/0/0 -/-/-/-	1-1 Treasure Dregling Merchant (2,000 souls)	
	Heavy Crossbow	75/0	55	150	5.0	16/0/0/0 -/-/-/-	3-1 Treasure	
	Gargoyle Crossbow	10/40	60	150	3.0	12/0/16/0 -/-B/-	3-2 Gargoyle (Crossbow) drop	

Catalysts & Talismans / Catalyst

Image	Name	Mag Adjust	Mrcd Adjust	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Wooden Catalyst	126	0	30	0.3	5/0/0/0 -/C/-	Magician starting weapon 1-2 Treasure 3-1 Treasure	+0 - Insanity Catalyst
	Silver Catalyst	119	0	40	0.5	6/0/0/0 E/-C/-	Royalty starting weapon 3-1 Treasure	Increases max MP by 20% +0 - Insanity Catalyst
	Insanity Catalyst	143	0	400	0.5	6/0/16/0 E/-A/-	Upgraded weapon Consumes Yellow Demon's Soul	Reduces max MP by 50%

Catalysts & Talismans / Talisman

Image	Name	Mag Adjust	Mrcd Adjust	Dur.	Wt.	Stats Needed Stat Bonuses	Location	Special Note
	Talisman of God	0	131	300	0.2	5/0/0/0 D/-/B	Priest, Temple Knight starting weapon 4-1 Treasure 5-1 Treasure Filthy Woman (5,000 souls)	
	Talisman of Beasts	121	?	150	0.2	4/0/18/18 D/-C/C	Black Phantom Scirvir drop Mephistopheles quest reward	Allows user to use both magic and miracles



Shields

Parrying Shields

Image	Name	DamageCut%	HitRes	Dur.	Wt.	Stats Needed
	Slave's Shield	70/30/10	35	33	0.5	5/0/0/0
Location	1-1 Dregling drop	1-3 Treasure				
Special Note	Cannot be upgraded					
	Wooden Shield	80/30/10	50	110	0.7	6/0/0/0
Location	Barbarian, Wanderer starting equipment	Dregling Merchant		1-2 Soldier (Axe) drop		
Special Note	Cannot be upgraded					
	Leather Shield	90/30/60	54	160	1	8/0/0/0
Location	Graverobber Blige	Hunter, Magician starting equipment				
Special Note	Cannot be upgraded					
	Soldier's Shield	90/30/60	50	190	2	10/0/0/0
Location	Soldier starting equipment	1-x Soldier drop		Dregling Merchant		
Special Note	+6 Dark					
	Buckler	90/30/60	45	200	2.5	9/12/0/0
Location	Royal, Thief starting equipment	Once Royal Mistress				
Special Note	+6 - Dark					

Image	Name	DamageCut%	HitRes	Dur.	Wt.	Stats Needed
	Heater Shield	100/30/70	53	200	3	11/0/0/0
Location	Priest, Temple Knight starting equipment	Blacksmith Boldwin			2-2 Treasure (Dark +2)	
Special Note	+6 - Dark					
	Kite Shield	100/30/70	55	220	3.5	12/0/0/0
Location	Knight starting equipment		1-4 Red Eye Knight	1-3 Soldier (Spear)		3-1 Treasure
Special Note	+6 - Dark					
	Knight's Shield	100/30/70	57	300	5	16/0/0/0
Location	Dregling Merchant		1-4 Red Eye Knight drop	1-1, 1-2 Blue Eye Knight drop	1-4 Treasure	
Special Note	+6 - Dark					
	Rune Shield	100/60/70	50	80	3	12/0/18/0
Location	Black Phantom Ostrava drop		3-2 Treasure			
Special Note	Increases Magic defense		Can be upgraded using Colorless Demon's Soul			
	Dark Silver Shield	100/100/70	50	450	5	16/0/0/0
Location	Garl Vinland drop					
Special Note	Upgrade with Colorless Demon's Soul	Increases Magic defense			Decreases Magic damage	

Upgrades

Upgrades to various weapons can be performed by visiting Blacksmith Ed in Stonefang Tunnel (World 2-1). You have to give Ed the Demon Soul from Boss Demon Flamelurker from World 2-2. After that he can upgrade weapons with various stones to enhance the abilities of those weapons. For a full list of each weapons upgrade path, please visit <http://demonssouls.wikidot.com/>.

Prefix	Stone	Upgrade Starts	Max Level	Notes
N/A	Meltstone	N/A	N/A	Used to return upgraded weapons to their original states
None	Hardstone	+0	+10	Basic upgrade path
None	Sharpstone	+0	+10	Basic upgrade path
Quality	Clearstone	+3	+5	Evens out STR and DEX bonuses
Crushing	Greystone	+0 or +3	+5	Increases STR bonus, eliminates DEX bonus
Sharp	Bladestone	+0	+5	Increases DEX bonus, lowers STR bonus
Dragon	Dragonstone	+3	+5	High base damage, adds fire damage Removes all stat bonuses
Tearing	Suckerstone	+0 or +3	+5	Boosts bleed damage Increases DEX bonus, lowers STR bonus
Mercury	Mercurystone	+3	+5	Gives chance to inflict target with poison
Fatal	Marrowstone (Pulpstone)	+3	+5	Adds critical damage (backstab/riposte) but lowers base damage on weapon
Moon	Moonlightstone	+6	+5	Adds magic damage to weapon Magic damage scales with MAGIC stat
Crescent	Darkmoonstone	+6	+5	Adds magic damage to weapon Magic damage scales with MAGIC stat Adds MP regen to weapon STR and DEX bonuses are eliminated

Prefix	Stone	Upgrade Starts	Max Level	Notes
Blessed	Faintstone	+6	+5	Adds magic damage to weapon Magic damage scales with FAITH stat Adds HP regen to weapon STR and DEX bonuses are lowered
Sticky (Viscous)	Spiderstone	+3	+5	Bows only Greatly increases DEX bonus, but lowers STR bonus Increases range of bow by 5 at +1
Dark	Cloudstone	+6	+5	Shields only Raises magic damage cut% Resets HitRes to default
None	Colorless Soul	+0	+5	These souls upgrade only special/unique weapons. No upgrade stones are used. Only Blacksmith Ed can perform these upgrades.



Crystal Lizards

Crystal Lizards can be found throughout the levels of Demon's Souls. They yield great rewards if killed, but can be difficult to catch. If you find one, strike quickly and accurately, for the Lizards will flee and try to tunnel underground when they spot you. Also, be warned that fleeing Lizards often run off of high ledges, leading to their deaths and—if you follow them carelessly—yours too.

When Crystal Lizards are killed, they drop stones that vary depending on the world and Archstone the player is in. The quality and quantity of stones improve as the player moves farther into the world, so hunt the Lizards accordingly when looking for certain stones to upgrade your weapons. The drops from Crystal Lizards are also influenced by Luck and the Large Sword of Searching.

Before you go hunting, you should be forewarned that each Crystal Lizard has its own “counter.” This counter decreases when the Lizard is either killed or escapes from your grasp and always restarts at 1 with a new game. When a Crystal Lizard’s counter reaches zero, it will stop respawning until the counter is increased. This can be done by killing the demons of that world. For example, after killing all the demons of the Boletarian Palace, the counters of all the Lizards will increase by 4; this means that they can respawn four more times before permanently disappearing.



Most of these Lizards are easily killed by ranged attacks, so bows and spells with a Thief’s Ring equipped is recommended. In special conditions such as the nest of Lizards in 2-2, bringing an AoE Spell or Miracle, such as God’s Wrath or Firestorm, would allow you to get the most out of your opportunity to slay the Lizards before they can escape. The grade of each stone the Crystal Lizards drop can be found on the following page

Drops table

Area Level	Boletarian Palace	Stonefang Tunnel	Tower of Latria	Shrine of Storms	Valley of Defilement
1	Shard of Hard/ Sharpstone, Large Shard of Hard/Sharpstone	Shard of Hard/Sharpstone, Large Shard of Hard/ Sharpstone. Note: One Lizard also drops ALL grades of Spiderstone	Shard of Moonlightstone, Chunk of Moonlightstone	Shard of Dark-moonstone, Chunk of Darkmoonstone	Shard of Faintstone, Chunk of Faintstone
2	Large Shard of Hard/ Sharpstone, Chunk of Hard/Sharpstone	Shard of Hard/Sharpstone, Large Shard of Hard/ Sharpstone, Chunk of Hard/Sharpstone, Shard of Clearstone, Chunk of Clearstone	Chunk of Moonlightstone, Pure Moonlightstone	Chunk of Dark-moonstone, Pure Darkmoonstone	Chunk of Faintstone, Pure Faintstone
3	Chunk of Hard/ Sharpstone, Pure Hard/Sharpstone	Chunk of Clearstone, Pure Clearstone	Chunk of Moonlightstone, Pure Moonlightstone	Chunk of Dark-moonstone, Pure Darkmoonstone	Chunk of Faintstone, Pure Faintstone
4	Chunk of Hard/ Sharpstone, Pure Hard/Sharpstone				

Demon's Soul's Table

Boss	Demon's Soul	World Walkthrough	Player receives
Adjudicator	Swollen Demon's Soul	4-1	Blacksmith Ed / Weapon Meat Cleaver Saint Urbain / Miracle Regeneration Consume / 13,200 Soul Points
Armor Spider	Hard Demon's Soul	2-1	Blacksmith Ed / Weapon Lava Bow Sage Freke, the Visionary / Spell Fire Spray Yuria, the Witch / Spell Ignite Consume / 3,200 Soul Points
Blue Dragon	Large Flame Scale Demon's Soul	1-4	Consume / 30,000 Soul Points
Dirty Colossus	Eroded Demon's Soul	5-2	Freke, the Visionary / Spell Acid Cloud Consume / 40,000 Soul Points
Dragon God	Dragon Demon's Soul	2-3	Sage Freke, The Visionary / Spell Fireball Yuria, The Witch / Spell Firestorm Saint Urbain / Miracle Rage Of God (God's Wrath) Consume / 26,400 Soul Points
False King	False King's Demon's Soul	1-4	Blacksmith Ed / Weapon North Regalia Consume / 60,000 Soul Points
Flamelurker	Red Hot Demon's Soul	2-2	Blacksmith Ed / Give the ability to upgrade weapons with Demons' Souls Consume / 18,000 Soul Points
Fool's Idol	Doll Demon's Soul	3-1	Sage Freke, the Visionary / Spell Soul Light (Soul Ray) Consume / 7,600 Soul Points
Leechmonger	Wriggling Demon's Soul	5-1	Sage Freke, the Visionary / Spell Poison Cloud Saint Urbain / Miracle Cure Consume / 6,400 Soul Points
Maneater	Mixed Demon's Soul	3-2	Blacksmith Ed / Weapon Needle of Eternal Agony Consume / 19,600 Soul Points

Boss	Demon's Soul	World Walkthrough	Player receives
Maiden Astraea	Pureblood Demon's Soul	5-3	Blacksmith Ed / Weapon Blueblood Sword Sage Freke, the Visionary / Spell Death Cloud Yuria, the Witch / Spell Relief Saint Urbain / Miracle Resurrection Consume / 48,000 Soul Points
Maiden in Black	Maiden in Black's Demon's Soul	Below the Nexus	Yuria, the Witch / Spell Soulsucker Consume / 60,000 Soul Points
Old Hero	Hero Demon's Soul	4-2	Blacksmith Ed / Weapon Large Sword of Searching Saint Urbain / Miracle One Time Revival (Second Chance) Consume / 36,000 Soul Points
Old King Doran	None	1-1	
Old Monk	Yellow Demon's Soul	3-3	Blacksmith Ed / Weapon Insanity Catalyst Sage Freke, the Visionary / Spell Homing Soul Arrow (Homing Soul Arrow) Yuria, the Witch / Spell Soul Thirst (Soul Thirst) Saint Urbain / Miracle Banish Consume / 26,400 Soul Points
Penetrator	Silver Demon's Soul	1-3	Sage Freke, the Visionary / Spell Light Weapon Yuria, the Witch / Spell Cursed Weapon Consume / 36,000 Soul Points
Phalanx	Lead Demon's Soul	1-1	Blacksmith Ed / Weapon Scraping Spear Consume / 1,520 Soul Points
Red Dragon	Small Flame Scale Demon's Soul	1-1	Consume / 10,000 Soul Points
Storm King	Storm Demon's Soul	4-3	Blacksmith Ed / Weapon Morion Blade Saint Urbain / Miracle Anti-Magic Field Consume / 48,000 Soul Points
Tower Knight	Iron Demon's Soul	1-2	Sage Freke, the Visionary / Spell Total Protection (Warding) Consume / 4,400 Soul Points

Boss	Demon's Soul	World Walkthrough	Player receives
Vanguard	Grey Demon's Soul	4-1	Blacksmith Ed / Weapon Dozer Axe Consume / 1,500 Soul Points
Wannabe Allant	Beast's Demon's Soul	Below the Nexus	Consume / 200,000 Soul Points

Armor Sets

Ancient King's Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Ancient King's Mask	12 / 12 / 15 / 12	9	13	8	6	0	3.1
	Ancient King's Breastplate	31 / 31 / 37.2 / 31	21	34	24	15	0	7.7
	Ancient King's Gauntlet	19 / 19 / 22.8 / 19	13	21	14	9	0	4.6
	Ancient King's Leggings	19 / 19 / 22.8 / 19	13	21	14	9	0	4.6
Total		81 / 81 / 97.8 / 81	56	89	60	39	0	20
Gender		Male only						
Location		Drops: Old King Doran						

Black Leather Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Assassin's Mask	10 / 10 / 10 / 10	8	7	6	24	0	0.5
	Black Leather	25 / 25 / 25 / 25	19	17	15	62	0	1.2
	Black Gloves	15 / 15 / 15 / 15	12	10	9	37	0	0.7
	Black Boots	15 / 15 / 15 / 15	12	10	9	37	0	0.7
Total		65 / 65 / 65 / 65	51	44	39	160	0	3.1
Gender		Male and female						
Location		Starting equip: Thief			Treasure: 3-1 Tower of Latria			

Dull Gold Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Dull Gold Helmet	13 / 13 / 16.3 / 13	11	9	8	6	0	3.8
	Dull Gold Armor	32 / 32 / 38.4 / 32	27	22	24	15	0	9.6
	Dull Gold Manifer	19 / 19 / 22.8 / 19	16	13	14	9	0	5.8
	Dull Gold Leggings	19 / 19 / 22.8 / 19	16	13	14	9	0	5.8
Total		83 / 83 / 100.3 / 83	70	57	60	39	0	25
Gender		Female only						
Location		Drop: Selen Vinland			Treasure: 5-2			

Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Brushwood Helmet	17 / 17 / 21.3 / 17	8	14	8	6	0	6.9
	Brushwood Armor	42 / 42 / 50.4 / 42	19	31	24	15	0	17.3
	Brushwood Manifer	25 / 25 / 30 / 25	12	19	14	9	0	10.4
	Brushwood Leggings	25 / 25 / 30 / 25	12	19	14	9	0	10.4
Total		109 / 109 / 131.7 / 109	51	83	60	39	0	45
Gender		Unisex						
Location		Drop: Biorr	Treasure:1-1 (PW\WT)			Dreglin Merchant in 1-3 (if Biorr survives)		

Chain Mail Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Chain Helmet	13 / 13 / 16.9 / 10.4	8	9	8	6	0	3.8
	Chain Mail	32 / 32 / 38.4 / 32	19	22	24	15	0	9.6
	Chain Gloves	20 / 20 / 26 / 16	12	14	14	9	0	5.8
	Hard Leather Boots	20 / 20 / 26 / 16	12	14	14	9	0	5.8
Total		85 / 85 / 107.3 / 74.4	51	59	60	39	0	25
Gender		Male and female						
Location		Starting equipment: Priest			5-x Vendor: Filthy Woman			

Dark Silver Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Dark Silver Helmet	14 / 14 / 17.5 / 14	11	10	8	6	0	5.4
	Dark Silver Armor	36 / 36 / 43.2 / 36	27	25	24	15	0	13.5
	Dark Silver Manifer	20 / 20 / 24 / 20	16	14	14	9	0	8.1
	Dark Silver Leggings	20 / 20 / 24 / 20	16	14	14	9	0	8.1
Total		90 / 90 / 108.7 / 90	70	63	60	39	0	35.1
Gender		Male only						
Location		Drop: Garl Vinland						

Fluted Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Fluted Helmet	14 / 14 / 17.5 / 14	8	10	8	6	0	4.6
	Fluted Armor	34 / 34 / 40.7 / 34	19	24	24	15	0	11.5
	Fluted Gauntlets	21 / 21 / 25.3 / 21	12	15	14	9	0	6.9
	Fluted Leggings	21 / 21 / 25.3 / 21	12	15	14	9	0	6.9
Total		90 / 90 / 108.8 / 90	51	64	60	39	0	29.9
Gender		Male and female						
Location		Starting equip: Knight				Treasure: 3-1 Tower of Latria		

Gloom Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Gloom Helmet	13 / 13 / 16.3 / 13	8	9	18	18	18	4.6
	Gloom Armor	34 / 34 / 40.8 / 34	19	24	46	46	46	11.5
	Gloom Gauntlets	20 / 20 / 24 / 20	12	14	28	28	28	6.9
	Gloom Leggings	20 / 20 / 24 / 20	12	14	28	28	28	6.9
Total		87 / 87 / 105.1 / 87	51	61	120	120	120	29.9
Gender		Male and female						
Location		Drop: Yurt the Silent Chief						

Leather Armor

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Leather Cap	11 / 11 / 11 / 11	8	8	6	6	0	1.2
	Leather Armor	28 / 28 / 28 / 28	19	20	15	15	0	3.1
	Leather Gloves	17 / 17 / 17 / 17	12	12	9	9	0	1.8
	Leather Boots	17 / 17 / 17 / 17	12	12	9	9	0	1.8
Total		73 / 73 / 73 / 73	51	51	39	39	0	7.9
Gender		Male and female						
Location		Starting equip: Hunter			Vendor: Graverobber Blige			

Mirdan Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Mirdan Helmet	14 / 14 / 17.5 / 14	9	12	8	6	0	5.4
	Mirdan Scale Mail	36 / 36 / 43.2 / 36	21	32	24	15	0	13.5
	Mirdan Manifer	22 / 22 / 26.4 / 22	13	20	14	9	0	8.1
	Mirdan Leggings	22 / 22 / 26.4 / 22	13	20	14	9	0	8.1
Total		94 / 94 / 113.5 / 94	56	84	60	39	0	35.1
Gender		Male and female						
Location		Starting equip: Temple Knight				Vendor: Filthy Woman		

Binded Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Binded Hood (Normal Hood)	12 / 12 / 12 / 12	8	11	6	6	0	2.3
	Binded Cross	29 / 29 / 29 / 29	19	27	15	15	0	5.8
	Binded Boots	17 / 17 / 17 / 17	12	15	9	9	0	3.5
	Binded Gloves	17 / 17 / 17 / 17	12	15	9	9	0	3.5
Total		75 / 75 / 75 / 75	51	68	39	39	0	15.1
Gender		Female only						
Location		Drop: Executioner Miralda						

Plate Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Plate Helmet	13 / 13 / 16.3 / 13	8	9	8	8	0	3.8
	Coat of Plate	32 / 32 / 38.4 / 32	19	22	24	15	0	9.6
	Plate Gauntlet	20 / 20 / 24 / 20	12	14	14	9	0	5.8
	Plate Leggings	20 / 20 / 24 / 20	12	14	14	9	0	5.8
Total		85 / 85 / 102.7 / 85	51	59	60	39	0	25
Gender		Male and female						
Location		Starting equip: Soldier				Vendor: Dregling		

Old Raggedy Robes Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Three-cornered Hat	10 / 12 / 10 / 10	9	5	6	6	24	1.4
	Old Raggedy Robes	26 / 31.2 / 26 / 26	23	13	15	15	62	3.5
	Old Raggedy Gloves	16 / 19.2 / 16 / 16	14	8	9	9	37	2.1
	Old Raggedy Boots	16 / 19.2 / 16 / 16	14	8	9	9	37	2.1
Total		68 / 81.6 / 68 / 68	60	34	39	39	160	9.1
Gender		Female only						
Location		Drop: Yuria the Witch		Treasure: 1-1			Treasure 3-1	

Venerable Sage's Armor Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Venerable Sage's Hood	11 / 13.2 / 11 / 11	9	8	6	6	0	1.5
	Venerable Sage's Robes	27 / 32.4 / 27 / 27	23	16	15	15	0	4.6
	Venerable Sage's Gloves	16 / 19.2 / 16 / 16	14	9	9	9	0	2.8
	Venerable Sage's Boots	16 / 19.2 / 16 / 16	14	9	9	9	0	2.8
Total		70 / 84 / 70 / 70	60	42	39	39	0	11.7
Gender		Male only						
Location		Drop: Freke the Visionary				Treasure: 3-1 Tower of Latria		

Saint's Robe Set

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight	
	Saint's Robes	27 / 32.4 / 27 / 27	23	16	15	15	0	4.6	
	Saint's Gloves	16 / 19.2 / 16 / 16	14	9	9	9	0	2.8	
	Saint's Boots	16 / 19.2 / 16 / 16	14	9	9	9	0	2.8	
Total		59 / 70.8 / 59 / 59	51	34	33	33	0	10.2	
Gender		Male only							
Location		Drop: Saint Urbain		Treasure: 5-1 Valley of Defilement					

Shaman's Get

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Shaman's Clothes	25 / 25 / 25 / 25	19	17	15	15	0	1.5
	Shaman's Armband	15 / 15 / 15 / 15	12	10	9	9	0	0.9
	Shaman's Tabi Socks	15 / 15 / 15 / 15	12	10	9	9	0	0.9
Total		55 / 55 / 55 / 55	43	37	33	33	0	3.3
Gender	Male only							
Location	Treasure: 5-2 Leechmonger Archstone							

Wizard's Clothes Get

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Wizard's Clothes	26 / 26 / 26 / 26	19	18	15	15	0	1.9
	Wizard's Gloves	16 / 16 / 16 / 16	12	11	9	9	0	1.2
	Wizard's Shoes	16 / 16 / 16 / 16	12	11	9	9	0	1.2
Total		58 / 58 / 58 / 58	43	40	33	33	0	4.3
Gender	Male and female							
Location	Starting equip: Magician, Royal				Treasure: 3-1 Tower of Latria			

Gold Mask

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Gold Mask	2 / 2 / 2 / 2	8	8	16	16	16	0.6
Gender	Female only							
Location	Drop: Mephistopheles	Treasure: 3-2 Fool's Idol Archstone						
Special	Can be traded with Sparkly the Crow for a Colorless Demon's Soul.							

Official's Hat

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Official's Hat	5 / 5 / 5 / 5	8	3	0	0	0	0.5
Gender	Unisex							
Location	Drop: Minister behind the portcullis in 1-3							
Special	It is a disguise used in rescuing Yuria the Witch from a tower in 1-3.							

Monk's Head Collar

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Monk's Head Collar	2 / 2 / 2 / 2	2	2	0	0	0	0
Gender	Male and female							
Location	Chance to obtain by being summoned for the 3-3 Boss special event if host dies.							
Special	Increases magic power 1 (~30%)	Decreases magic defense (~40%)						

Silver Coronet

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Silver Coronet	2 / 2 / 2 / 2	2	2	0	0	0	0.9
Gender	Male and female							
Location	Starting equip: Royal Treasure: 3-1 Tower of Latria							
Special	Increases max MP by 20%							

Silver Bracelet

Image	Name	Physical (N/B/S/P)	Magic	Fire	Bleed	Poison	Disease	Weight
	Silver Bracelet	2 / 2 / 2 / 2	2	2	0	0	0	0.5
Gender	Female only							
Location	Treasure: 3-1 Tower of Latria							
Special	Increases souls gained by 10%				Can be traded with Sparkly the Crow for a Traditional Soldier's soul.			



Rings



Image	Name	Effects	Location	Special Note
	Ring of Great Strength	Increases equip weight by 50%	1-1 Under the dragon's sweeping tail Dropped by Biorr of the Twin Fangs	
	Ring of Herculean Strength	Increases load weight by 50%	Nexus Give the Jade Hair Ornament to Stockpile Thomas or kill him for a drop (If you do this, you cannot deposit items or access your stored items until your next game cycle)	Cannot remove ring if this causes your load to go over your natural total
	Regenerator's Ring	Recovers HP over time at 4HP/sec	4-1 Along far path with last Crystal Gecko just before the Boss 5-2 Turn right and hug the wall as you first enter the Poison Swamp, Past the Mirdan Hammer in the alcove	Stacks with Blessed weaponry (faintstone) and Adjudicator's Shield
	Fragrant Ring	Recovers MP over time at 1MP/4 secs	4-1 Give Brass Telescope to Crow 3-2 Swamp area 5-2 Treasure Nexus Patches (50,000)	Stacks with Crescent weaponry (darkmoonstone) or Phosphorescent Pole
	Ring of Flame Resistance	FireDef +40	1-1 Near outdoor dragon nest 2-2 Gift from Patches if you defeat his trap	
	Ring of Gash Resistance	Bleeding Res. +142	1-2 Found on a corpse in the tunnel under the bridge 4-2 Speak to Patches after Urbain rescue	
	Ring of Poison Resistance	Poison Res. +127	1-1 in Miralda's area, on stairs 2-1 Hidden area in lava pit	
	Ring of Disease Resistance	Plague Res. +180	2-2 Scaffolding opposite Scirvir 3-2 At Primeval Demon location	

Image	Name	Effects	Location	Special Note
	Ring of Magical Sharpness	Magic power +20%, -MagDef	3-1 In room with 4 iron maidens before you descend stairs	Stackable with Kris Knife, Monk's Head Collar
	Ring of Magical Dullness	-Magic power, +MagDef	5-1 Treasure	
	Clever Rat's Ring	When HP is <30%, increases attack power by 50%	3-1 Accessible after turning off the ballista machine	Works with spells, bow, etc Stacks with Morion Blade
	Dull Rat's Ring	When HP is <30%, increases defense by 50%	3-1 Rescue Rydyell	
	Ronin's Ring	Reduces the rate of weapon attrition	4-2 Slug cave area 2-2 Scirvir (Body Form)	Great for farming storm beasts in 4-3 with the Storm Ruler sword
	Cling Ring	Increases your max HP in Soul Form by 40%	1-1 Between the double portcullis at bottom of tower stairwell past the first encountered Blue Eye Knight	Your max HP in Soul Form differs with Character Tendency and World Tendency See Cling Ring for details
	Thief's Ring	Becomes harder for enemies to detect	1-1 Platform behind Ostrava 5-2 Treasure 2-2 Kill Patches 4-2 Kill Patches	Reduces Guard Break Reduction (Bug?)
	Graverobber's Ring	Becomes harder for Black Phantoms to detect	4-1 Climb stairs and follow path around in open room at ground level just before Boss 4-2 Blige drop	Aura-producing buffs will let other players see you though, such as MP regen
	Cat's Ring	Nullifies falling damage	5-2 To left of first fog gate, among islands patrolled by Cleaver Black Phantom Nexus Patches(40000s)	Fatal falls remain lethal, but all other falling damage is nullified

Image	Name	Effects	Location	Special Note
	Ring of Avarice	20% More soul points from enemies	3-1 Vendor (50,000s) 3-2 Bottom of the Boss tower after the heart is dropped	Stacks with Silver Bracelet and Thirst spell
	Master's Ring	Increases sweet spot damage by 15%, decreases damage for all other attacks	1-1 Body Form Miralda (white world tendency) 2-3 Follow top path back from second ballista to the dead end	Sweet spot damage works for weapons that mention swinging carefully for a direct hit, e.g. axes and maces
	Ring of Sincere Prayer	Increases miracle power and gap between miracle chants	5-3 Maiden Astraea Archstone	Damage bonus stacks with other items
	Ring of Devout Prayer	+1 miracle slot	4-1 Trade Large Sword of Moonlight to the Crow 5-2 Selen quest (requires pure white tendency) Nexus Saint Urbain drop	Note that one of your miracles will be deactivated, if you remove the ring when at capacity
	Ring of Magical Nature	+1 magic slot	1-3 (Yuria's tower)	Note that one of your spells will be deactivated, if you remove the ring when at capacity
	Friend's Ring	Increases all damage by 20% as Blue Phantom	Nexus Speak to the Monumental when your Character Tendency is Pure White. (Must have answered "Yes" when asked to hear his request during the first encounter.)	
	Foe's Ring	Increases all damage by 20% as Black Phantom	Nexus Mephistopheles quest reward	
	Eternal Warrior's Ring	Increases stamina regeneration speed	1-1 Old King Doran drop	
	Ring of the Accursed	Wielder becomes enemies' top attack priority	1-3 (Yuria's tower) Nexus Mephistopheles drop	Useful in co-op or the 1-3 Boss fight with Biorr

Consumables

Grasses

Grasses allow the player to heal their character

Image	Name	Description	Amount
	Crescent Moon Grass	Heals a small amount	120 HP
	Half Moon Grass	Heals a moderate amount	240 HP
	Late Moon Grass	Heals a large amount	400 HP
	Full Moon Grass	Heals lot	600 HP
	New Moon Grass	Heals fully	Full HP
	Dark Moon Grass	Heals fully and cures all	Full HP / Cures

Spices

These are used to restore the MP of a character

Image	Name	Description	Amount
	Fresh Spice	Replenishes a small amount	50 MP
	Old Spice	Replenishes a large amount	100 MP

Lotus

Cures Bleeding, Poison, or Disease effects.

Image	Name	Description
	Soldier's Lotus	Cures Bleeding
	Royal Lotus	Cures Poison
	Widow's Lotus	Cures Disease

Knives and Bombs

Image	Name	Description
	Throwing Knives	A standard throwing knife.
	Kunai	A poisoned throwing knife.
	Secret Throwng Dagger	Special dagger thrown horizontally to attack.
	Fire Bombs	A pot of oil that can be thrown at enemies to inflict fire damage.

Weapon Buffs

These only work with weapons capable of enchantment.

Image	Name	Description	Amount
	Turpentine	Applied to right hand weapon. Lasts for 60 seconds.	80 fire damage
	Black Turpentine	Applied to right hand weapon. Lasts for 30 seconds.	150 fire damage
	Sticky White Stuff	Applied to right hand weapon. Lasts for 60 seconds.	110 magic damage

Eye Stones (non-consumable)

Image	Name	Description
	Blue Eye Stone	Obtained from the Maiden in Black after defeating Phalanx and speaking with the Monumental. Allows you to leave your Soul Sign when in Soul Form, letting other players summon you to their world in the form of a Blue Phantom. Can be used repeatedly, and is never consumed.
	White Eye Stone	Obtained from the Maiden in Black after defeating Phalanx and speaking with the Monumental. Allows you to remove Blue Phantoms you summoned from your game world. Can be used repeatedly, and is never consumed.
	Black Eye Stone	Obtained by killing an enemy Black Phantom. Allows you to invade another player's game world as a Black Phantom. If you are able to kill the other player, you will regain your body in your own world. Can be used repeatedly, and is never consumed.
	Red Eye Stone	Obtained by killing the Maiden in Black instead of allowing her to put the Old One back to sleep at the end of the game. Allows you to put a red soul sign on the ground, letting another player summon you into their world as a Black Phantom for a player-versus-player fight. The loser will lose a Soul Level, the winner will gain souls equal to that level's cost. Can be used repeatedly, and is never consumed.

Souls

Image	Name	Description
	Unknown Soldier's Soul	Gives you 200 souls
	Unknown Hero's Soul	Gives you 400 souls
	Renowned Soldier's Soul	Gives you 800 souls
	Renowned Hero's Soul	Gives you 1,000 souls

Image	Name	Description
	Storied Soldier's Soul	Gives you 2,000 souls
	Storied Hero's Soul	Gives you 4,000 souls
	Legendary Soldier's Soul	Gives you 8,000 souls
	Legendary Hero's Soul	Gives you 10,000 souls

Miscellaneous

Image	Name	Description
	Ed's Grindstone	Completely restores the durability of a right-hand weapon.
	Augite of Guidance	When used, it is placed on the ground like a beacon. Useful for keeping track of where you've been, but doesn't provide enough light to work as a torch. May have other uses, such as drawing an enemy's attention. Can also be traded to the crow in 4-1.
	Soul Remains	Distracts enemies. Can also be traded to the crow in 4-1.
	Shard of Archstone	Warps you back to the Nexus without losing souls.
	Stone of Ephemeral Eyes	Gives back your body when used in soul form.
	Brass Telescope	Obtained by rescuing Ostava of Boletaria in 1-1 this allows you to scope out distant enemies. Can also be traded to the crow in 4-1.
	Jade Hair Ornament	Found on a corpse in 1-1, that drops after you cut in the chains on the balcony of the tower where you open the first shortcut. Speak to Thomas in the Nexus in order to give him this in return for a Ring of Herculean Strength. You will need to 'talk' to him twice before exiting the window and opening a new conversation with him to trigger his request. Can also be traded to the Crow in 4-1.

Arrows

Image	Name	Damage	Weight	Location
	Wooden Arrow	60/0/0	0.1	4-x Vendor Graverobber Blige (5s)
	Arrow	70/0/0	0.1	Nexus Blacksmith Boldwin (20s) 4-x Vendor Graverobber Blige (10s)
	Heavy Arrow	85/0/0	0.1	Nexus Patches, the Hyena (30s)
	Light Arrow	70/0/0	0.1	4-x Vendor Graverobber Blige (50s)
	Fire Arrow	40/0/80	0.1	4-x Vendor Graverobber Blige (50s)
	Toad-eye Arrow (Holy Arrow)	0/150/0	0.1	4-2,3,4 Vendor Graverobber Blige (200s) 4-1 Silver Skeleton (Bow)
	Rotten Arrow	35/0/0	0.1	5-x Vendor Filthy Woman (400s)
	White Arrow	115/0/0	0.1	Nexus Patches, the Hyena (500s) 4-1 Give Soul Remain to Crow 4-1 Give Augite of Guidance to Crow 4-1 Give Splinter of Moonlightstone to Crow 4-1 Give Chunk of Moonlightstone to Crow

Bolts

Image	Name	Damage	Weight	Location
	Wood Bolt	40/0/0	0.1	1-x Vendor Dregling Merchant (10s)
	Bolt	50/0/0	0.1	Nexus Blacksmith Boldwin (30s)
	Heavy Bolt	60/0/0	0.1	Nexus Patches, the Hyena (40s)
	Black Bolt	80/0/0	0.1	1-x Vendor (200s) 3-1 Vendor Once Royal Mistress (100s)



Reys

Image	Name	Location	Opens	Special Note
	Augite of Souls	The player starts the game with this item by default.	Not applicable.	Worn on the waist. Emits light.
	Bloody Key	1-3 Fat Minister in palace dungeon	1-3 Alley door near dog carts	Release Yuria
	Copper Key	4-1 Bottom of tower on the right side of first fog door	4-1 Cell below left side tower	Release Graverobber Blige
	Iron Ring of Keys	1-3 Fat Minister	1-2 Dungeon door near Tower Knight entrance	Release Biorr
	Prison of Hope, Warden's Key	3-1 Prison of Hope, edge of ballista hallway	3-1 Doors to hallways between floors 2 and 3	AKA Jailer's Key
	Mausoleum Key	1-1 Ostrava drop or 1-4 Ostrava gift	1-1 Family mausoleum	Fight Old King Doran
	Prison of Hope 1F Key	3-1 Prison of Hope, 2.5F	3-1 Prison of Hope, 1F gate	
	Prison of Hope, 1F Cell Key	3-1 Prison of Hope, 2.5F	3-1 Prison of Hope, 1F cells	
	Prison of Hope, 2F E Cell Key	3-1 Prison of Hope, 2F E, far cell	3-1 Prison of Hope, 2F E cells	2F W Cell Key required first from 3-2

Image	Name	Location	Opens	Special Note
	Prison of Hope, 2F W Cell Key	3-2 Top of first worshipper/chain tower (requires Pure White WT)	3-1 Prison of Hope, 2F W, Rydyell's cell	Release Rydyell which opens access to 3-1 2F E
	Prison of Hope, 3F Key	3-1 Prison of Hope, 3F E, NE corner	3-1 Prison of Hope, 3F gate	New game - first key to retrieve
	Prison of Hope, 3F Cell Key	3-1 Prison of Hope, 3F W, NE corner	3-1 Prison of Hope, most 3F cells	
	Prison of Hope, 4F Key	3-1 Prison of Hope, 4F E, SW corner	3-1 Prison of Hope, 4F gates	Access key location from 4F W (through hole between cells)
	Prison of Hope, 4F Cell Key	3-1 Prison of Hope, 4F E, SW corner	3-1 Prison of Hope, most 4F cells	Access key location from 4F W (through hole between cells)
	Special Key	3-1 Prison of Hope, E transept of the church overlooking the Fool's Idol fight	3-1 Prison of Hope, 3F E, Freke's cell	Release Sage Freke

Walkthrough

Introduction / world 1-1

The purpose of this walkthrough is to assist players with their first time playing the game. It is by no means a “perfect” or “best” method. It is merely a process to show you the ropes and give you a feel for the game. Once you finish the game, you will probably want to try making new characters with new abilities and equipment. The walkthrough was created as a companion to the guide itself. Certain concepts and information will not be explained here because they can be found in other locations within this guide. You have to look up in-depth information yourself. Also, if you get stuck with anything, you are encouraged to go to <http://demonsouls.wikidot.com/> to look up information about the area or issue you are having trouble with or ask for help in the forums. There is a helpful community out there which, along with others from sites around the world, has provided a wealth of information on this game.

Difficulty / world 1-1

You must remember that there is no walkthrough or guide that will help you learn how to fight; it takes experience. The number one mistake that so many new players make is rushing around every corner swinging their swords and expecting to mow down enemies. Take your time! Your progress might seem slow, but carelessness will guarantee that you spend more time looking at the “YOU DIED” screen and trudging back to reclaim your lost souls than getting further in the level. You can use your shield to block swords, spears, and other things that might hurt you—test it out! Take a bit of time and learn how to parry and riposte; when we go to 4-1 this skill will be especially useful. Give it time, and you will learn this skill. I would suggest you practice against dreglings in 1-1 since they will not kill you as fast as those skeletons in 4-1, but it is your choice.

Another thing: you are going to die a lot. However, when you die in Demon’s Souls, it doesn’t feel like it’s because you’ve encountered an artificially difficult situation that was put in your way on purpose (like in some games) just to give you little hope of escaping. This doesn’t mean that you won’t still die quite a bit, but you’ll often think to yourself, “I should have seen that coming.” In other words, this game is truly about patience, skill, and experience.

Maps / world 1-1

There are no maps in this guide, but the walkthrough was written so that they are not necessary. If you would like a map, you can find one on the Kouryakubo's website. Those maps have provided a great service to the community, and they list just about every item in each world that you can loot each time you play. The URL is http://www.geocities.jp/kouryakubo/ds_en/.

World Numbering System

Understanding the world numbering system is important since everyone uses it to refer to the different worlds. This system's designation format begins with the primary world number followed by a dash and then the level on that world. For instance, the first level of the first world is called World 1-1 or just 1-1. The worlds are numbered based on the clockwise rotation of the Archstone as they exist in the Nexus. Here is how you remember the order of the Worlds:

First, find Stockpile Thomas and face in the same direction in which he is looking. You should see a very narrow bridge spanning the floor; you will see a statue on the very far wall. From that vantage point, look to your left and you will see a blue human known as the Crestfallen Warrior. The Archstone behind him is World 1 in the numbering sequence. If you begin turning the clockwise direction, each Archstone you see is the next number in the sequence of worlds. There is one exception, that of the broken Archstone standing next to World 3. It cannot be accessed and is therefore not included in the numbering sequence. Also, when you first click on the Archstone, it will have a name different from the one you will see in this guide, on the Wiki, or just about anywhere else. This can be confusing, but just ignore it. People call the world by the name of its first level. So World 1 is Boletarian Palace to most people.

Character Info / world 1-1

For the purposes of the guide, we suggest you start with the Royal character class. This is up to you, but the guide was written both with this class in mind, so choosing another might make the guide difficult and confusing to follow. A female character is also recommended since they can use Silver Bracelets (female only), which helps you when farming for souls. In addition, the Armor Set we obtain in the walkthrough is for female characters only.



Boletarian Palace / world 1-1

Welcome to Boletarian Palace, commonly known as World 1-1. This level is the only level you may enter at the start of the game. You cannot access any other level until you slay Phalanx, the demon of this realm.

Once you arrive in Boletarian Palace (World 1-1), move forward until some dreglings attack you. If you have a shield (or dagger) capable of parrying, this is a great time to practice the skill. The dreglings move slowly and follow easily predictable movement patterns. With little practice, you should be able to parry their leaping attack with relative ease. Nevertheless, you might die a couple of times until you get the pattern down.

Proceed forward up several flights of steps towards the giant Iron Gate. Along the way, be on the lookout for dreglings lurking behind the debris. When facing the giant iron gate, you will see a doorway on the right and a pathway on your left. A single dregling guards the left path. Kill him and move up those stairs. Please note the gated entry just in front of you—it is important later on in the game.

Proceed to your left, and go around the corner on the right. Be careful, as there is an archer on the platform at the end of the pathway! There are two other dreglings here as well who will rush you once they see you. Be careful of the large open grate on the left containing swirling blue soul energy. You will die instantly if you fall in.

The room past the pitfall contains a dregling on the right side of the door waiting to ambush you. Another dregling will attack from the left side further into the room. You should dispatch the one on the right, and then quickly turn around with your shield raised to block the second one's attack. As soon as they are dazed, attack and finish them off. In the adjacent room there is another dregling guarding the exit. As a royal, your ability to

use Soul Arrow from a distance makes killing him rather easy. All you need to do is just lock onto him and shoot as soon as you walk in; otherwise, just use the normal shield block-and-attack method.

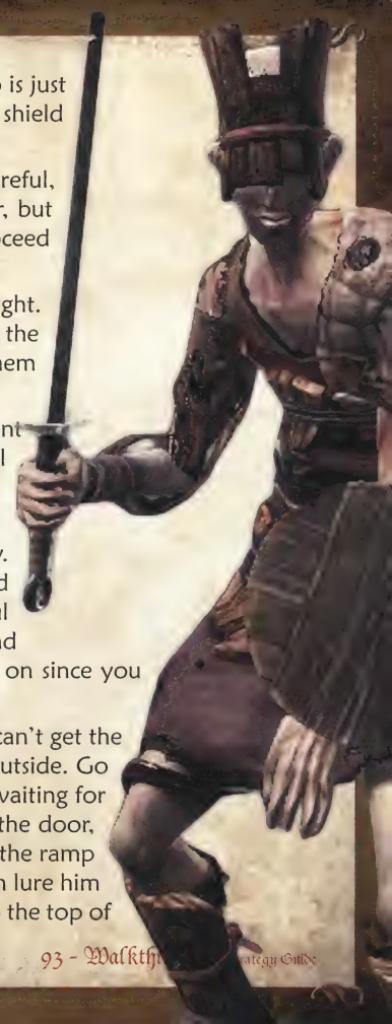
Continue up the stairs. Around the corner are two Boletaria soldiers. If you are careful, you can draw these towards you one at a time. If not, the fight will be harder, but not impossible. If you just remember the tips on fighting, you should be fine. Proceed through the green fog.

As you enter at the top of the stairs, you will find a Boletaria soldier to the right. Kill him quickly with either a ranged attack or regular melee. Before heading up the steps, loot the bodies to your right. You will notice that corpses with loot on them will glow.

Proceed up the flights of stairs. You will come to a landing with a dregling in front of you and a Boletaria soldier on a platform just behind you up another small flight of stairs. Be careful, as the soldier behind you will throw firebombs!

Once you have dealt with those two, go up the flight of stairs to where the soldier was and continue to yet another flight of stairs at the end of the hallway. Be cautious going up this flight of stairs as there are two dreglings at the top and yet another Boletaria soldier on a platform above you. Due to your ranged Soul Arrow attack, these are all easy to kill. Before you proceed further, turn around and kill the soldier on the platform behind you. It will make things easier later on since you will have to fight him close up just as soon as you come through a door.

Continue down the hall and ignore the corpse on the right who is glowing. You can't get the item he has just yet. At the end of the hall is a doorway to your left that leads outside. Go through that door carefully and look to your left. You will see another dregling waiting for you. If you are looking for him, it is an easy kill. Proceed up the ramp towards the door, but watch out—a Boletarian Soldier is standing just inside. Be careful fighting on the ramp as you won't survive any falls from this height. If you advance cautiously, you can lure him out and then fight him while backing down the ramp. Otherwise, if you run up to the top of



the ramp, you run a greater risk of being pushed off. If you took the advice and killed the guard mentioned earlier, you can proceed safely through the door. If not, he will be there waiting for you. It is still an easy fight as long as you are ready for him, but not as easy, of course, as killing him when can't fight back.

Go back to the door you came through, and you will see a set of stone steps heading up. If you look before running up them, you will notice a Boletarian Soldier at the top. In front of him is a giant boulder. He will roll that down towards you when you begin climbing up the steps. You should run off the stairs to the right once the boulder starts coming down. You will land near the corpse you could not get to earlier. The boulder will destroy the wooden framework that was keeping you from getting to him. You can now loot the bastard sword from him. Once you are done looting, turn around and head to the end of the hall, go out the door on the left, back up the ramp, through the door on the left, and up the stone stairs on your right. Do not

forget that the Boletaria soldier is still up there! When you get near the top of those steps, turn around and take care of the archer that is behind you.

At the top of the stairs and facing forward, you can make out an enemy next to another green fog entrance in front of you. That enemy is a Blue Eye Knight, and for your first run through the area, they can be a bit difficult to handle. We'll explain how to deal with him in a moment. Behind you, at the end of the path, you will find a room. If you go through

that room, you'll see a wall-walk on your left with a Red Eye knight guarding it. He is tough, but as a Royalty, you can farm him later on with very little risk, even at your current level. Ignore him for now though. The Red Eye knight is guarding a door to the optional Boss Old King Doran, whom you cannot fight until later in the game (after obtaining the Mausoleum key from Ostrava).

OK, now that you know all the different locations from the top of the stairs, you need to kill the Blue Eye Knight. Stand between the wall and the trebuchet, aim and hit him with an initial Soul Arrow blast before he puts his shield up. This will take about 1/2 of his health. Once he knows you are there, he will put up his shield and take a lot less damage. Just back away from him while shooting Soul Arrow to kill



him. Also, if he tries to heal, do your best to interrupt him with either a Soul Arrow or a quick poke from your rapier. Ignore the green fog entrance on your left and head to the doorway in front of you. In this room on the right is a corpse carrying firebombs; you should take these (and save them for later). Next, go down the flight of stairs just near his body. Once you get to the first landing, two dreglings will start to run up the stairs towards you. You should lock on to them and kill them with your Soul Arrow spell. Be careful of the two barrels they run past since they will explode if they take any fire damage. Continue down the stairs, killing any dreglings you see, until you come to an entryway on your left. Head out onto the balcony and destroy the chains on both sides. This will cause two bodies to fall from below you down to the ground, which you can loot in just a little bit. They carry the Jade Hair Ornament, Old Raggedy Robes, and several Old Spice items. We will explain what the Jade Hair Ornament is later on; just make sure you keep it! The Old Raggedy Robes set of armor is not recommended for the type of character used in the guide. Continue down the stairs, killing the dreglings along the way. Remember to watch those barrels! At the very bottom, pull the lever that opens the gate we asked you to take note of earlier. Congratulations! You have just opened your first shortcut! Shortcuts are found on most levels. They allow you to bypass sections of the level, thus alleviating the tediousness of having to run the entire map again once you have cleared an area. This shortcut is crucial for farming the Red Eye knight, as you will see later.

Loot the corpse as you pass through the gate, get the Cling Ring, and equip it. The description on the ring is very misleading. It states that you will take less damage while in soul form, but what it really does is raise your max HP in soul form from 50% to 75%! It is one of the best rings in the game. Go through the door, loot the two bodies that dropped when you cut the chains on the balcony above, and then run back up the staircases and proceed through the green fog.

Go down the stairs on your right and stop at the bottom near the crates. If you look over the edge of the wall, you should see Ostrava below. Behind him is a corpse that has the Thief's Ring. The Thief's Ring halves the distance at which an enemy can detect you. This not only means you can get closer before killing them, but often times you can sneak past them completely. It is a fantastic ring that you will use quite often through the entire game. We'll grab that later though.

To the left of the wall and down a hallway is a set of exploding barrels along with a Boletaria soldier who likes to throw firebombs. Shoot him with a Soul Arrow and then proceed down the path. Watch out for the Boletaria sol-

dier who will ambush you on the left. There is a walkway where you kill the two soldiers with two crows and some wooden boards blocking the way. Go through the debris to find a friendly merchant. He will move to World 1–2 after you defeat World 1–2. Right now, however, he doesn't sell anything special, so you can ignore him. Go back and continue down the path; once you come out of the room there are two soldiers on top of the wall on your left. They will jump down and attempt to ambush you, so proceed with caution. Continue to the scaffolding in front of you, working your way up and killing the enemies on your way. The Blue Eye Knight guarding the fog gate can be tough, so make sure you have a good amount of magic power left before you go forward.



Once he is dead, go back down and proceed down towards the stairs. There will be a number of dreglings in the yard at the bottom of the stairs; you can attack them with either your rapier or your Soul Arrow spell. Once you have cleared them out, there is a section of debris hiding a small alley to the right as you come down the stairs. Destroy the debris and be prepared for a Boletaria soldier to come around the corner. Dispatch him as you see best.

If you continue in the direction the solider came from, you will enter a large dining hall.

There is a Blue Eye Knight at the end of the hall. I recommend that you use a Soul Arrow to take him down to half health; then, when he prepares to make an attack, just jump back and hit him with another Soul Arrow. Once he is dead, turn around and run all the way back to the ledge you need to jump down from to rescue Ostrava and obtain the Thief's Ring. Assist Ostrava in cleaning out the yard of all the dreglings. A good tactic is to stand up on the platform and shoot them with Soul Arrow. Just make sure you don't fall into the fire when you jump off the platform! Once Ostrava is rescued, you can initiate a conversation with him; when he finishes, he will give you the Brass Telescope (good for getting the lay of the land). He will then proceed to patrol the area, exiting the yard towards a large wooden door. As he approaches that door, the door to the right will burst open and two Boletaria soldiers with halberds will jump out. With Ostrava's assistance, they are not difficult to kill. At this point, follow Ostrava and help him kill all the dreglings. Once he heads back to the area in which you rescued him, he is now safe since that is the extent of his "patrol". If Ostrava should die, however, you should loot the Mausoleum Key off his corpse before you leave the area. Head back up to the fog gate where you killed the Blue

Eye Knight earlier and proceed through the fog.

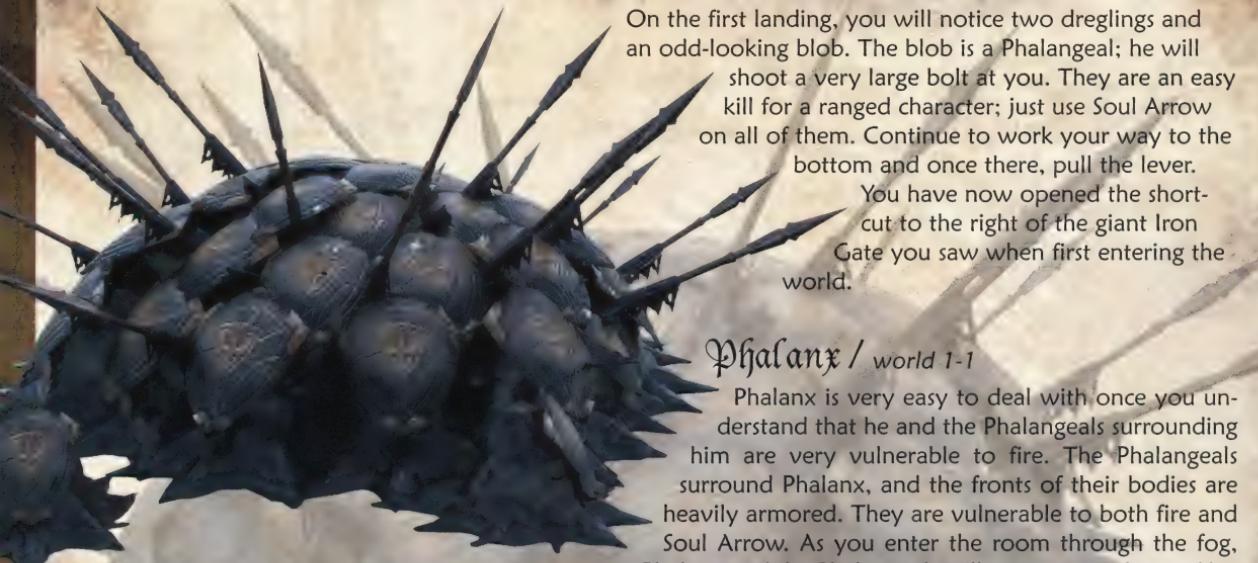
Proceed down the walkway and at the end you will see what looks like a wood shack. If you walk up to it and attack it from the side (towards the right hand, or front, side), it will unleash quite a few boulders that will roll down the pathway killing all of the enemies in that area. You will notice the two dragons off on the distant hill.

This is the Dragon's Roost. The dragons only disappear if you defeat the red dragon in World 1-2 or if you have Pure White world tendency. The dragons guard a Ring of Great Strength and a Purple Flame Shield, among a few other items. They are worth getting, but leave them until later. For now, just proceed to the end of the walkway and towards the stairs on the right.

Head up the stairs and watch out for the two soldiers on your left carrying halberds. Kill them and head up the flight of stairs in front of you. Kill the soldier in front of you at the edge of the bridge and then take a few steps onto the bridge. Stop and wait here with your shield up to block the arrows. Don't attack or run down the bridge. After a few moments, you will hear the sound of a dragon cry, and the beat of massive wings. The Red Dragon will fly to the far end, turn around and let loose another deafening cry before beginning to spew flame out onto the bridge as he heads toward you. Wait until you see the flame, then turn and run down the stairs. At the bottom of the stairs, turn right and head towards the doorway in front of you. Once you get there, turn around and run back. By running to the doorway, the dragon leaves the bridge to defend his roost from you. Run across the bridge as fast as you can. Not all of the enemies are dead, so push and roll your way past them without fighting them. You have to get off that bridge before the dragon makes it back and kills you—you cannot survive its flames.

Once across, head through the door and pull the lever you find there; this opens the door to Phalanx, the Boss of World 1-1. Turn your back to the lever and run down the steps. Be careful when you come to the doorway since there is a dredging on each side of it. Clear both of those and run to the left. Then, clear the debris at the end of the wall on your left and loot the corpse there of its firebombs; you will need these to fight Phalanx. Double back and keep going until you come to another doorway. There are two soldiers inside the room behind it. There is also another soldier with firebombs in a corner on the right side of the room. Kill all three and continue down the stairs in the room.





On the first landing, you will notice two dreglings and an odd-looking blob. The blob is a Phalangeal; he will shoot a very large bolt at you. They are an easy kill for a ranged character; just use Soul Arrow on all of them. Continue to work your way to the bottom and once there, pull the lever.

You have now opened the shortcut to the right of the giant Iron Gate you saw when first entering the world.

Phalanx / world 1-1

Phalanx is very easy to deal with once you understand that he and the Phalangeals surrounding him are very vulnerable to fire. The Phalangeals surround Phalanx, and the fronts of their bodies are heavily armored. They are vulnerable to both fire and Soul Arrow. As you enter the room through the fog, Phalanx and the Phalangeals will come towards you. You

want to keep moving the entire time as you lock onto those Phalangeals in the general vicinity of Phalanx and hurl all the firebombs you have into them. Remember: you can use the right analog stick to change lock-on targets! The firebombs are area of effect weapons and have a large impact on both the Phalangeals and Phalanx. Continue tossing all the firebombs you have into the Phalangeals until you run out, then switch to your wand and start attacking them with Soul Arrow. Once you are out of mana, switch to your rapier and apply turpentine to it. This will spread flaming turpentine onto your blade and add fire damage to the weapon. Use this on the Phalangeals while making sure to hit Phalanx every chance you get. You should hide behind pillars when adding turpentine or using grasses so

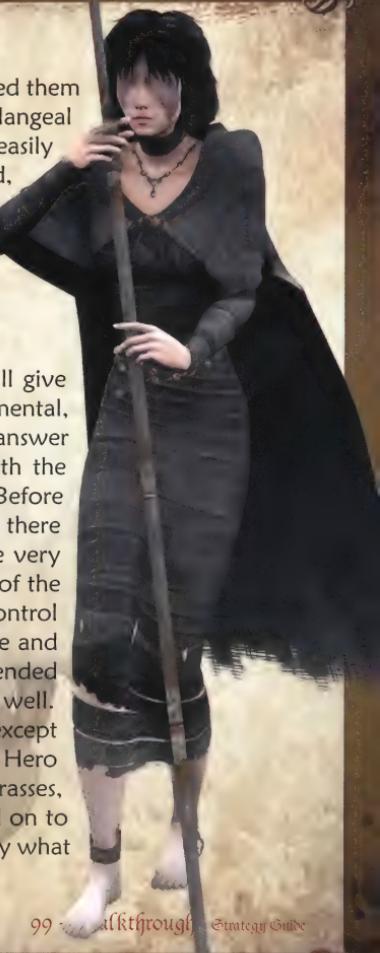


that you can avoid the spears the Phalangeals fire at you.

Just continue in this way until you kill Phalanx. If you run out of firebombs (or used them before arriving here) and you are out of MP, just keep moving, get behind the Phalangeal and stab them in the back. They have no armor there, and you can kill them easily that way. Phalanx has no armor at all, so once his protective Phalangeals are dead, he is an easy kill. Once he is dead, you will come back to life. Proceed towards the newly created Archstone, collect the Lead Demon's Soul, then select the Archstone again to return to the Nexus.

Return to the Nexus / world 1-1

A cut scene will play, and you will have to go see the “Monumental”, who will give you some of the back story for the game. Once you have spoken to the Monumental, he will ask if you will accept a mission. Respond however you wish since your answer has no bearing on the outcome or path of the game. Once you are done with the Monumental, you can speak to the Maiden in Black to upgrade your character. Before you do anything though, go to a high level in the Nexus and, after making sure there are no NPCs below you, throw your character to his or her death. Please make very certain you do not hit any of the NPCs as they will be hostile to you for the rest of the game, and there is no way to reverse their hostility. Killing your character helps control your world tendency and prevents any other players from “invading” your game and killing you. It is optional, but for the purposes of this guide, it is strongly recommended that you kill your character. You should also consider playing in offline mode as well. Speak to Stockpile Thomas and leave (deposit) your entire inventory with him except for your grasses, any Old Spice you have, turpentine, and any of the Unknown Hero or Soldier Souls you have. You should have a wand, your starting armor, some grasses, spices, turpentine, and all of the rings you have collected so far. You should hold on to the Jade Hair Ornament as well. You always want to make sure that you only carry what you need in order to keep your character weight down.



There is an option to talk on the screen where you can choose to deposit or remove items from Stockpile Thomas. Use that option over and over until Thomas begins to repeat the same dialogue. At that point, leave the screen, walk away and then go back over to talk to him again. He will then notice the Jade Hair Ornament and ask you if you will trade him for it. Select “yes,” and he will give you a Ring of Herculean Strength, which is very handy to keep with you at all times. When you find items such as very heavy Armor Sets, you can equip this ring and boost the amount of weight you can carry; this means you will be able to carry more loot.

Talk to Blacksmith Boldwin and repair any items on you that are damaged. Buy a Dagger, Heater Shield and, if you wish, two spices from him as well. Leave Boldwin and speak with the Maiden in Black. You should start leveling up your character now; as you do, focus only on Magic, Vitality and Intelligence in that order. You should raise 1 Intelligence for every 2 Magic and 2 Vitality. However, if you feel you are not doing enough damage, place a few extra into Magic; if you feel you are dying too easily, add a bit more on Vitality. Otherwise, you should have 16 Magic, 12 Vitality and 13 Intelligence at this point.

Put two points into Strength first so that you can use the Heater Shield. Next, put 4 points into Vitality, 3 points



into Magic and 1 point into Intelligence. This will take you to Soul Level 11 (See <http://demonssouls.wikidot.com/stat-slvl> for a list of the number of souls required to advance each Soul Level in the game). At this point, it is helpful to learn how to farm World 1-1 for souls. This will assist you in the early stages of the game by giving you access to large amounts of souls, which you need to obtain more levels and better stats. The process to farm World 1-1 requires you to kill the Red Eye Knight. He is tough, but the secret to beating him is to use the Thief’s Ring, Soul Arrow spell and run like hell. It is very easy to kill him if you do these three things (see <http://demonssouls.wikidot.com/farming> for other methods of farming souls).



Farm the Bosetarian Palace Red Eye Knight / world 1-1

Equip the Thief's Ring, your wand, Heater Shield, dagger, Fragrant Ring and keep all of your original armor on as well. You must equip the Thief's Ring or this method will not work. The Fragrant Ring helps make sure you have enough mana left over to kill the Red Eye Knight once you reach him. I find it best to use Soul Arrow through this whole process, but it is only required for killing the Red Eye Knight.

Enter 1-1 and fight your way up to the gate which led you to Phalanx. Head left up the stairs and go through the doorway. Fight your way cautiously all the way to the top until you get to the empty room. Walk slowly outside the room and approach the Blue Eye Knight. Click on the right thumbstick continuously until you lock onto him and then stop moving forward. Again, do this slowly. If he attacks you first, turn back into the room and run down the steps until he stops chasing you. Kill him as you learned how to do earlier and continue down the path, killing the guards along the way. Watch out for the soldiers with crossbows. Even though you should kill them in one hit, they almost always get a shot off, so be prepared to roll out of the way or block the bolt. Once you come to the next room, go to the door just in front of you on the left. Down that walkway is the Red Eye Knight. Just move forward until you are between the two columns just in front of him. This should put you just at the very edge of your range but beyond his detection area—if you have the Thief's Ring equipped. Otherwise, you will never get close enough to him for this to work. Once you have him targeted, you need to cast Soul Arrow at him and immediately click the right stick to stop targeting him; now, turn and sprint down the wall-walk towards the room. If you do this correctly, as soon as you get into the room, you can turn around and see that he has lost sight of you (the Thief's Ring is just awesome!) and is heading back to his initial guard post. Go back and repeat this process until he is dead; this should only take about 4 or 5 rounds at most. Killing the Red Eye Knight will give you around 2,000 souls; those, in addition to all the souls from the enemies you fight on the way, can easily net you 3,000 souls per run. Furthermore, he can also drop the Purple Flame Shield, Winged Spear, Knight's Shield, or the Knight's sword although each of these is very rare. Once

you have enough souls to purchase the upgrades, move on to Shrine of Storms (World 4-1). At the time of this printing, leveling from 1 to 11 costs 7,496 souls. You can also consume the Unknown Hero Souls and Unknown Soldier Souls for more souls. Just make sure that you do not consume any of the Demon's Souls! You should visit <http://demonssouls.wikidot.com/stat-slvl> for the most current data regarding costs.

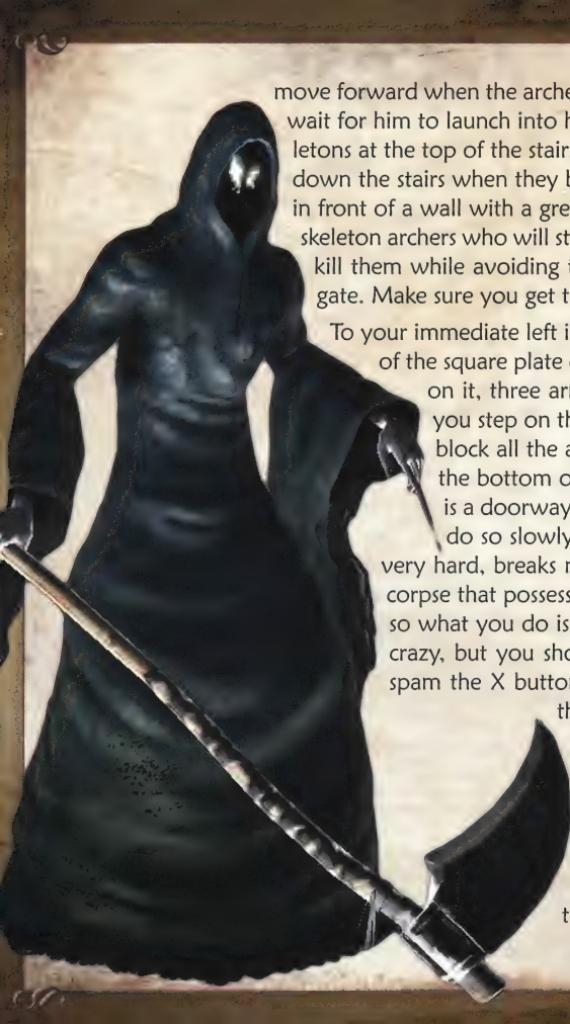
Shrine Of Storm / world 4-1

Your goal here is to acquire the Crescent Falchion +1. You should be aware that you are going to face the Silver Skeletons and at least one of the Black Skeletons in this section of the guide. The Silver Skeletons are tough, but they are nothing compared to the Black Skeleton. Black Skeletons wield dual Katana, and they will kill you in one hit at your current level. You should approach them with extreme respect and care. The easiest thing to do is to get turpentine (you can farm these from the dreglings in 4-1 while you are farming the Red Eye Knight) and coat your dagger with it.

The Silver Skeletons will tuck in and roll towards you when you come into their range. Once they get to you, they will roll into you, which not only hurts, it stuns you momentarily. The way to handle them is to keep your Heater Shield raised as they roll to you. When they pop out of the roll, the first attack is almost always a slow attack that is so devastating it will break your shield block and usually kill you. While they are winding up for the large attack, immediately attack them with the dagger coated in turpentine. Keep attacking them until they die and do not stop hitting the attack button! The fights last long, and these guys hit hard; therefore, the longer it takes to kill them, the greater chance you have to die. You might die a few times until you get the hang of it, but don't give up.

In order to get the Crescent Falchion +1, you will need to kill the skeleton by the portcullis, go through the portcullis and then kill the skeleton in front of the stairs. Next, switch to your wand and creep up the stairs until you can lock onto the skeleton archer to the right of the stairs. Hit him twice with Soul Arrow and dodge any shots he fires. There is another skeleton that will begin to





move forward when the archer skeleton takes the first hit. Lock onto him after the archer is dead, wait for him to launch into his rolling attack and handle him as usual. There are two more skeletons at the top of the stairs. Approach slowly and kill them one at a time while moving back down the stairs when they begin to attack you. At the top of the stairs, you will notice a yard in front of a wall with a green fog gate. On top of the wall above the fog gate, there are two skeleton archers who will start shooting at you. With your wand equipped again, take aim and kill them while avoiding their attacks. Once they are dead, proceed through the green fog gate. Make sure you get the Talisman of God located near the wall on the right.

To your immediate left is a hallway. You are going that way, but before doing so take note of the square plate on the floor that is slightly raised. That is a trap and when you step on it, three arrows will shoot out of the wall directly ahead of you. As soon as you step on the trap plate, stop moving, raise your shield and just wait. You will block all the arrows and come out. Continue down the path until you come to the bottom of a destroyed tower with a ramp going up to the top. On the left is a doorway leading out to a grassy, rocky area. Proceed out that doorway, but do so slowly. You will see the Black Skeleton that carries dual Katanas. He hits very hard, breaks most shield blocks and still kills you in one hit. Beyond him is the corpse that possesses the Crescent Falchion +1. You can't really fight the skeleton yet, so what you do is lure him out, and while he is chasing you...charge him! It sounds crazy, but you should charge at him, run right by him, roll towards the body and spam the X button as you approach the corpse. If you do this right, you will loot the Crescent Falchion +1. Now, if he hasn't caught you and killed you yet, jump down off the cliff and run as if a demon from hell is after you because, well...there is. Even if you die, however, you will still have the Crescent Falchion +1 provided you looted the corpse first. Leave the area and don't worry about your souls (assuming you died). You can make those up by farming the Red Eye Knight just once. It is not worth the effort to go back and try to get them, especially when they will be sitting near the Black Skeleton.

Stonefang Tunnel / world 2-1

When you first arrive, go up the steps and turn immediately to your left. At the top of the steps you will see a Crystal Lizard. You should make sure that your wand is selected and approach him slowly with the Thief's Ring equipped. At this level you will not kill it with one shot, so be prepared to hit it again. These things run fast and will go so far as to throw themselves off a cliff to avoid capture. They drop upgrade stones for your weapons, so they are worth the effort. Go back to the steps and you will see the merchant named Filthy Man on your left. Filthy man will sell both Hardstone and Sharpstone shards for 500 souls each. This comes in handy when doing upgrades.

Behind you there is a long bridge. Two scale miners are busy throwing boulders from the top of a tower at the end of the bridge. Watch them for a bit and learn to time their boulder tosses so you can run past them without being hit. Proceed left, while watching out for the scale miners. The ones with pick axes are aggressive, but the ones on the ground are usually not, but kill all of them. In addition, there will be scale miners carrying brown sacks on each play through of the game. You should kill these since they have a lot of upgrade stones.

Enter the next room and kill the scale miners around you with ranged weapons as you want to avoid the pile of debris in front of the doorway across from you. Once you clear the area, move towards the debris with your



shield raised. The debris will break open as three dogs ambush you. Once the dogs bounce off your shield, they will wander around for a moment in a daze. Kill them.

A Fat Official is in the room they came from. Using the same method of moving and casting Soul Arrow, you can kill him without much trouble. On your right there is an opening in the wall with a scale miner guarding it. Kill the guard and then go through the opening and head left up the stairs. Keep your shield raised and kill the two scale miners at the top. Head down the tunnel towards the corpse, then head right down the tunnel and then go right up a flight of stairs. When you come to the top of the stairs, take a left onto the walkway and follow that up two levels above you and head straight toward a giant closed gate. There is a Fat Official standing on another platform to the left, use soul arrow to kill him.

Once he is dead, jump down, kill the scale miners and pull the lever near them—this will open the giant gate. From here, jump down and make your way back up to the gate you opened and proceed through it.

After passing the gate, go up the ramp on your left all the way to the top and around the corner to your left. Continue down the path, and you will see a pit of steam on your right and three scale miners in front of you. Kill the three scale miners in front of you and smash through the debris behind them. Proceed down to the cave entrance, killing the scale miners on the way. Outside the tunnel you will find yourself on a cliff above where you started. Head down the right side and operate the lever on the machine you will find. That lever starts up the elevator and opens your first shortcut.

Go back through the cave and enter the green fog on the right. Go up the stairs with your shield raised and kill the scale miner who is standing just left of you at the top of the stairs. Proceed ahead into a room and kill all the scale miners in the room. Head outside the room and left towards the wagon, where you will see a Crystal Lizard. You should try and get it, but watch out for the bunch of scale miners ahead of you that will start throwing boulders on top of your head. Use Soul Arrow to kill them and then proceed forward. Head up a series of stairs to a tower and kill the magma geckos on the walls using soul arrow.

Head down the ramp and be careful of three dogs that will attack you. At the bottom of the ramp, turn around and head down another set of ramps. Kill anything you come across. You will come into an area with several scale miners that you should kill as you proceed to the machine with a lever ahead of you. Pull the lever to activate a waterfall that will extinguish the steam we saw in the pit earlier in the game.

Head back to that pit, jump down inside and loot all the items. Head up the stairs opposite from where you

entered. Continue to follow the steps all the way to the top; to your right is a doorway. Through that doorway there is a set of steps leading down into a room with a lot of explosive barrels and a Fat Official. Head down, but run back up when he fires a fireball into the flammable barrels. Once the barrels have all exploded, kill the Fat Official in the usual way and head through the fog gate.

Head up the path and a scale miner above you will try to drop a boulder on you, but he does so too early. He will then jump down in front of you, where you can easily kill him. Proceed forward, and you will come to an open area with a walkway crossing above your head. Walk under that crossway, turn left and head up the ramp of the walkway. Cross all the way to the other end and loot the Kris Blade.

Jump down and head towards waterwheel. Go back and turn the handle in front of the water wheel (you can't turn the other one now). You will go down the elevator and see a white fog where the Armor Spider is. Make sure that health and mana are full, the wand is selected, Soul Arrow is ready, some grass is selected in the square button hotkey slot and you have the Cling Ring and and Thief's Ring equipped. Put the Kris Blade in your left hand and Catalyst in the right. The Kris blade will boost your magic. Proceed through fog.

Armor Spider / world 2-1



Once you enter, stay to the left side and work your way slowly up until you find a slight depression in the wall. If you stand here the spider cannot attack you. Simply cast Soul Arrow at her until she dies. If you run out of MP, use a spice or pull out the Crescent Falchion to regenerate some. Once Armor Spider is dead, loot the Demon's Soul and return to the Nexus.



Nexus / world 2-1

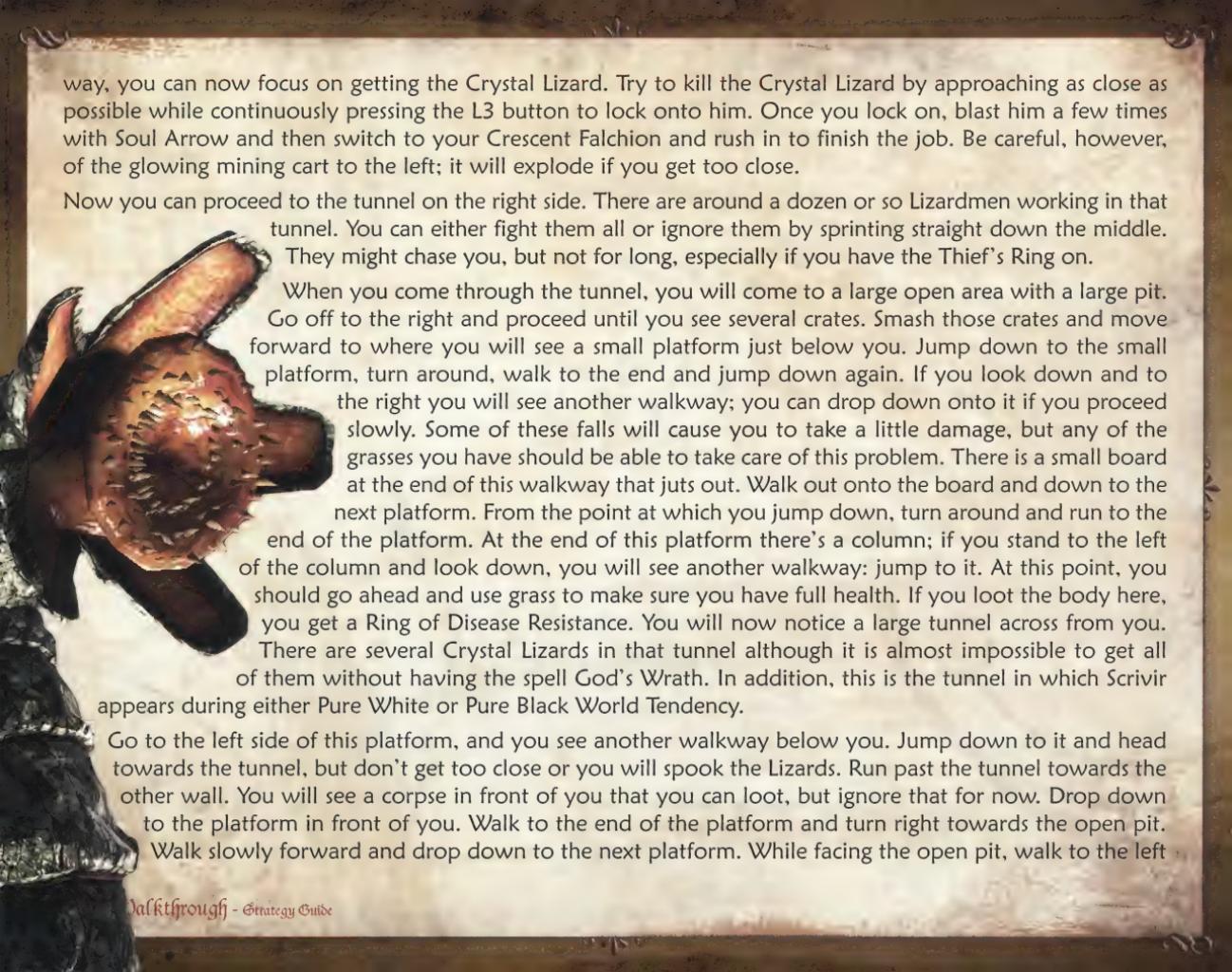
Level up and give yourself 14 Vitality, 14 Intelligence and 20 Magic. If you lack the souls to do so, please farm the Red Eye Knight until you do. Visit Stockpile Thomas and deposit all of the items you are not using. Finally, you need to climb to the top of the Nexus and commit suicide; remember to not land on any NPCs.

Stonefang Tunnel / world 2-2

You should make sure that your Heater Shield, Kris Blade, Crescent Falchion, Silver Catalyst and armor set are all fully repaired. You may also want to pick up a few more spices to make sure you have enough mana to get through the fight. When you first come in to World 2-2, there is a long tunnel in front of you; you will see a Crystal Lizard if this is your first time here. From the Crystal Lizard's location, you can go left or right. We are going to the right since it is an extremely fast shortcut to Flamelurker, but you will have to do some fancy footwork to get down to him this way.

When you first start, there is a Crystal Lizard at the end of the tunnel, but there is a Lizardman between you. In order to try and get the Crystal Lizard, you should switch over to your Silver Catalyst and try to draw the Lizardman towards you without startling the Crystal Lizard. When you kill the first Lizardmen, be prepared to see another Lizardman appear, who often comes over to investigate. If you're wearing the Thief's Ring he will most likely not see you. If he does, just lure him towards you and kill him as well. With those two out of the





way, you can now focus on getting the Crystal Lizard. Try to kill the Crystal Lizard by approaching as close as possible while continuously pressing the L3 button to lock onto him. Once you lock on, blast him a few times with Soul Arrow and then switch to your Crescent Falchion and rush in to finish the job. Be careful, however, of the glowing mining cart to the left; it will explode if you get too close.

Now you can proceed to the tunnel on the right side. There are around a dozen or so Lizardmen working in that tunnel. You can either fight them all or ignore them by sprinting straight down the middle. They might chase you, but not for long, especially if you have the Thief's Ring on.

When you come through the tunnel, you will come to a large open area with a large pit. Go off to the right and proceed until you see several crates. Smash those crates and move forward to where you will see a small platform just below you. Jump down to the small platform, turn around, walk to the end and jump down again. If you look down and to the right you will see another walkway; you can drop down onto it if you proceed slowly. Some of these falls will cause you to take a little damage, but any of the grasses you have should be able to take care of this problem. There is a small board at the end of this walkway that juts out. Walk out onto the board and down to the next platform. From the point at which you jump down, turn around and run to the end of the platform. At the end of this platform there's a column; if you stand to the left of the column and look down, you will see another walkway: jump to it. At this point, you should go ahead and use grass to make sure you have full health. If you loot the body here, you get a Ring of Disease Resistance. You will now notice a large tunnel across from you.

There are several Crystal Lizards in that tunnel although it is almost impossible to get all of them without having the spell God's Wrath. In addition, this is the tunnel in which Scrivir appears during either Pure White or Pure Black World Tendency.

Go to the left side of this platform, and you see another walkway below you. Jump down to it and head towards the tunnel, but don't get too close or you will spook the Lizards. Run past the tunnel towards the other wall. You will see a corpse in front of you that you can loot, but ignore that for now. Drop down to the platform in front of you. Walk to the end of the platform and turn right towards the open pit. Walk slowly forward and drop down to the next platform. While facing the open pit, walk to the left



of this platform towards the last column and stand just to the right of it. Now walk forward and drop you to the next platform. On this platform again walk to the far left. Walk towards the open pit onto another platform below you. At the far left of this platform look down, and you will see a little ledge. When you drop down onto the ledge, you will break the bones that are there. There will be a tunnel behind you, but ignore it and just drop down again.

When you reach the ground floor, several little worms

will pop up. If you use Soul Arrow and aim at their head, you can kill them easily. You should see a tunnel ahead of you—proceed through that tunnel. At the end of the tunnel, you can go left or you can go right. Head right and proceed towards the white fog. After a short cut-scene, Flamelurker will appear in front of you, but he usually cannot see you because of the Thief's Ring. You should select your Silver Catalyst as well as your Kris Blade and walk towards the right. The key to defeating Flamelurker is to watch out for his charges and fire blasts. As long as you continue to move and roll away from him, you should be okay. However, you may want consider summoning help since he can be a very difficult Boss. There are many detailed strategies for handling him at <http://demonsouls.wikidot.com/flamelurker>.



Dragon God / world 2-3

Equip your Thief's Ring, cast Second Chance (if you have it), follow the long foreboding corridor down to the fog gate and enter. Advance slowly towards the Dragon God, staying back enough to ensure he misses you with his first punch. After his attack, move behind the pillar to the right and

manually aim (by tilting the stick and angling your character in the appropriate direction) towards the rubble blocking your path to the right. If you stay behind the pillar, the Dragon God will not be able to see you, so he will not attack. Use Fire Spray or Soul Ray to destroy the rubble, which will clear the way for you to proceed to the next wall that you can hide behind and so on until you reach the top of the stairs. Be careful not to get trapped between his hands and try to avoid being hit by the hand that he uses to grip the path.

Pick up the items you find upstairs, activate the ballista and use it to hit the Dragon God with a huge bolt; this will take off around 45% of its HP.

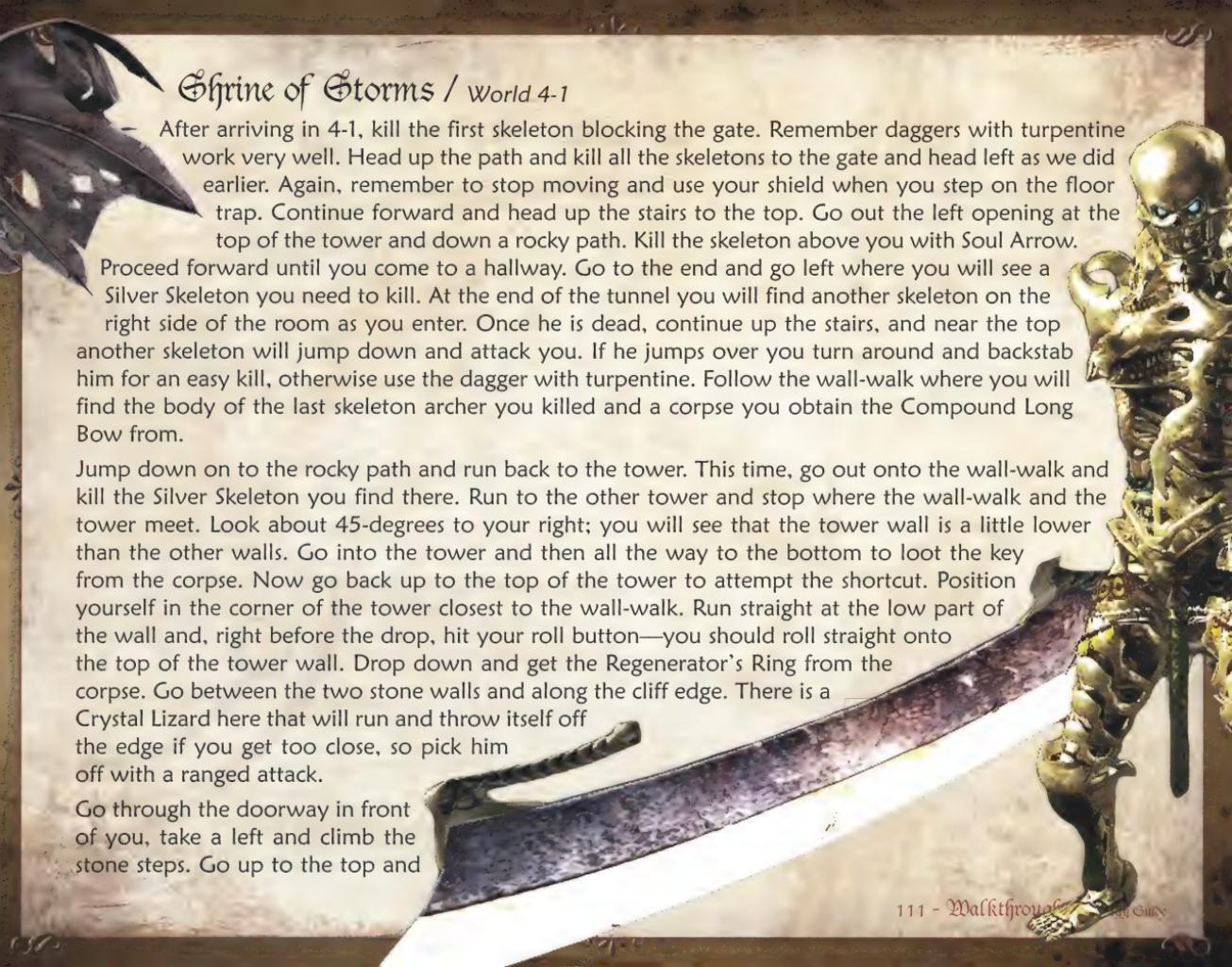
Drop down, pick up the item in the remains of the staircase behind you and work your way along the lower level in the same way as before. Use spells, manual aim and hide behind the pillars to avoid drawing attention to yourself.

When you reach the end of the lower path, you will see a staircase leading up to another ballista. This time, however, it will be impossible to hit the final piece of rubble from this far away; time your run, clear the path quickly with your weapon and run out of range of

the fire breath attack. Kill the Crystal Lizard, if you wish, and activate the final ballista.

After the cut-scene, turn around and you will see the Master's Ring on the upper level next to where you can obtain the Dragon Bone Smasher if you have PWWT. Loot

both items if you can and drop down to the lower level. Carefully drop down to claim the soul off the ledge near the Dragon God's mouth and attack his glowing chin spike when he isn't breathing fire to finish him off.



Shrine of Storms / World 4-1

— After arriving in 4-1, kill the first skeleton blocking the gate. Remember daggers with turpentine work very well. Head up the path and kill all the skeletons to the gate and head left as we did earlier. Again, remember to stop moving and use your shield when you step on the floor trap. Continue forward and head up the stairs to the top. Go out the left opening at the top of the tower and down a rocky path. Kill the skeleton above you with Soul Arrow.

Proceed forward until you come to a hallway. Go to the end and go left where you will see a Silver Skeleton you need to kill. At the end of the tunnel you will find another skeleton on the right side of the room as you enter. Once he is dead, continue up the stairs, and near the top another skeleton will jump down and attack you. If he jumps over you turn around and backstab him for an easy kill, otherwise use the dagger with turpentine. Follow the wall-walk where you will find the body of the last skeleton archer you killed and a corpse you obtain the Compound Long Bow from.

Jump down on to the rocky path and run back to the tower. This time, go out onto the wall-walk and kill the Silver Skeleton you find there. Run to the other tower and stop where the wall-walk and the tower meet. Look about 45-degrees to your right; you will see that the tower wall is a little lower than the other walls. Go into the tower and then all the way to the bottom to loot the key from the corpse. Now go back up to the top of the tower to attempt the shortcut. Position yourself in the corner of the tower closest to the wall-walk. Run straight at the low part of the wall and, right before the drop, hit your roll button—you should roll straight onto the top of the tower wall. Drop down and get the Regenerator's Ring from the corpse. Go between the two stone walls and along the cliff edge. There is a Crystal Lizard here that will run and throw itself off the edge if you get too close, so pick him off with a ranged attack.

Go through the doorway in front of you, take a left and climb the stone steps. Go up to the top and

run across the narrow beam to get the Grave Robber's Ring. Go back down to the bottom of the stone steps. There should be a door with green fog. Turn to your right, and you should see stone stairs to your right. Run to the far wall; you will see a passageway on your right with another pressure plate/arrow trap on the floor. Step on the pressure plate, stop, raise your shield and wait for the arrows to cease. Go forward and then down all the way to the bottom of the long stairs. On your right is a Black Skeleton. When he attacks, he jumps at you, so just roll under him, turn around and kill him with a turpentine coated dagger, and head through the door.

Adjudicator / World 4-1

Go to the bottom level within melee range. You will see a Meat Cleaver sticking out of Adjudicator's side. Hit the Meat Cleaver until he falls over. When he is sprawled on the ground, take your weapon in both hands and make strong (R2 button) attacks on the small bird on top of his head until he dies. (See <http://demonssouls.wikidot.com/adjudicator> for further assistance).



Tower of Latria / world 3-1

Before we proceed to World 3-1, make sure that all your armor is repaired and you have at least 100 heavy arrows, five spices and a selection of grasses. Touch the Archstone and enter World 3-1. Proceed through the cell door and take a left down the walkway. There is a Mind Flayer in the distance here; stand next to the last column and wait for the Mind Flayer to approach. Use your Falchion and backstab him or, if you feel confident, a flurry of normal frontal attacks.

Take the keys hanging on the wall (they sparkle, which makes them easier to see) and proceed down the walkway next to you. Down the walkway there is a hallway that cuts over to another walkway. Another Mind Flayer patrols this area. Walk through the hallway and kill him, then head left to the end of the walkway, and kill the Mind Flayer there before grabbing the keys off the wall. Turn around and head back to your starting location where you can now open the gate and proceed through the green fog.

Head up the stairs and through the doorway. There are a few prisoners walking around, but they are easy to kill. Proceed down the walkway to the end and head to the other walkway. Go down this walkway until you come to an open cell on your left which crosses over to another walkway. Enter the cell and open the Iron Maiden on the left; take the Black Leather Armor set and Assassin's Mask you find there and put them on.

Continue through to the other walkway where you will find another Mind Flayer waiting for you. As you step out onto the walkway take the keys hanging on the wall to your right. Go back through the room where you looted the Black Leather Armor and head up the walkway to your right; now you can open the gate to the balcony. When the Mind Flayer guarding the balcony gets close, ambush and kill him, then cross the balcony to another gate that you can unlock and open. Kill the Mind Flayer guarding that area, enter the area. You can visit the Once Royal Mistress in the 2nd cell on the right side walkway (she is the one



singing). She sells several grasses, spices and shards of Moonlightstone. You get the Ring of Avarice for free in 3-2 so don't buy it here.

Head down the left-side walkway and open the next gate. Go down both flights of stairs and you will see two door openings with a narrow flight of stairs between them; head down those stairs. Open the gate and grab the keys off the wall as you head to the other gate straight across from you. Open that gate and head down the stairs to another gate where you enter a large open area. In the darkness to your right is a huge gray blob called the Legion. Stand at the edge of the doorway and shoot him with your bow while dodging his attacks for an easy kill. Once he is dead, head past his body and use your bow to kill the Crystal Lizard on the 2nd walkway. Turn back around and go to where you first came into this room. Follow the wall down to the end and loot the Silver Bracelets and the Kite Shield. You can take the Fluted Armor as well if you want. The Silver Bracelets will boost the number of souls you receive from a kill, but only females can use them. It stacks with the Ring of Avarice, which gives an even larger boost.



Return to where you killed the Legion and go through the large doors that you should see nearby; you will then see a bridge ahead of you. There is a large machine that will shoot arrows down the side of the bridge. Watch out—those arrows will kill you. Go up to the edge of where those arrows are firing and loot the corpse that is there. Once you have the timing of the arrows down, you can then reach in and loot that first corpse that contains the Warden's Key.

Go back the way you came and go into the room with the Legion. Go up the stairs all the way to a hallway with two gates that will be on your character's left (you found keys hanging on the wall here earlier). Go through

either door and kill both Mind Flayers in the two hallways. Unlock the giant gate and pass through. Go down all the steps until you come to the bottom. On the left is a gate you can't access, so go right and through the green fog gate. You will see another door across from you, a large number of steps on your left and the arrow firing machine to your right. Go to the arrow machine and pull the lever on the back to shut it off. Now, you may loot the bodies on the bridge; make sure you get the Clever Rat's Ring.

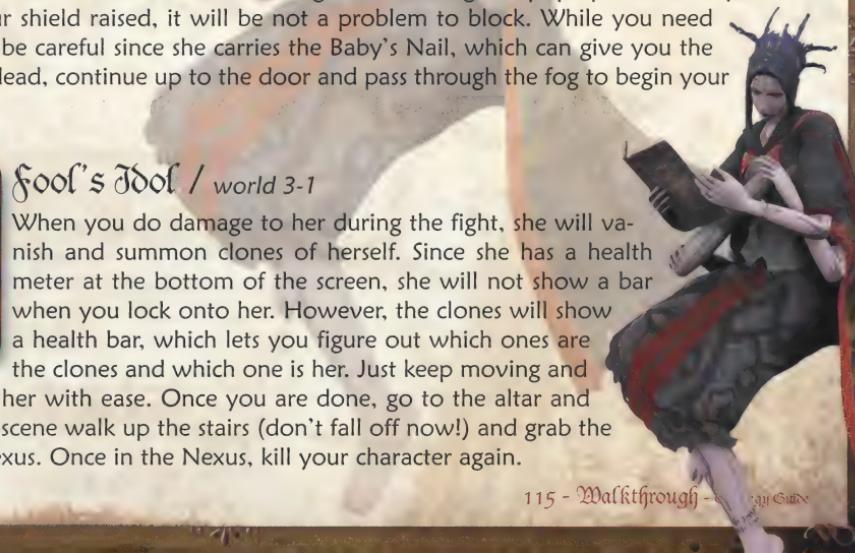
Turn back and head to the doorway on the right just past the arrow machine. Go up the steps to the top. Go outside and follow the walkway to the end, where you will find a Dregling who you need to kill in order to be able to defeat the Boss. Make sure you grab the keys on the wall, then run back past the arrow machine, through the doorway ahead of you and back into the building at the top of the large stairs. Run down either hallway and out into the next area. Take a left, go all the way to the far gate, go one flight up and take a left. Proceed to the 3rd prison cell on the right and free Sage Freke, make sure you talk to him as well.

Now run back to the large arrow machine. This time go up the large set of steps leading to the cathedral. On your way up, keep your shield raised as a Black Phantom wearing a Thief's Ring will pop up and shoot you with a crossbow. If you have your shield raised, it will be not a problem to block. While you need no special method for killing her, be careful since she carries the Baby's Nail, which can give you the plague. With the Black Phantom dead, continue up to the door and pass through the fog to begin your battle with Fool's Idol.



Fool's Idol / world 3-1

When you do damage to her during the fight, she will vanish and summon clones of herself. Since she has a health meter at the bottom of the screen, she will not show a bar when you lock onto her. However, the clones will show a health bar, which lets you figure out which ones are the clones and which one is her. Just keep moving and attacking her and you should kill her with ease. Once you are done, go to the altar and watch the cut-scene. After the cut-scene walk up the stairs (don't fall off now!) and grab the Demon's Soul and head to the Nexus. Once in the Nexus, kill your character again.



Valley of Desilement / world 5-1

At this point, you should be familiar enough with combat to handle the enemies. I will not provide further details on how to kill any specific enemy. If you are still having problems, please visit the enemies page on the Demon's Souls Wiki website: <http://demonssouls.wikidot.com/enemies>.

Before going into World 5-1, make sure that you have Royal Lotus for curing the poison Tomato Ticks can give you, and Widow's Lotus for curing the plague that rats can give you.

When entering the world, you will see wooden planks winding upwards. Follow these to the top where a Goblin will attack you. Proceed along the far right wall killing Goblins as you go. Pick your battle locations carefully. Falling almost anywhere here will result in you dying. Avoid fighting next to the edge of paths, and never on bridges. You should use range attacks whenever possible with either your spells or your bow. Between fights, equip your Crescent Falchion to help regenerate your MP. Continue hugging the right side of the map and move forward until you come to the end of the walkway. You should see a wall of planks in front of you. Drop down in front of those and kill the Goblins in the area. Now go around to the other side of the wall of planks and drop down through the hole in the ground to the next level. Continue dropping down through holes to the levels below you, but always try and kill as many enemies below you with your bow or spells before jumping down.



You will reach a floor where you can see a plank extending out over the edge and a green fog gate up ahead. Ignore the fog gate and walk out onto the plank just a little bit and drop down to your right. Drop down a bit, and you will see a hay stack below you. Kill any enemies in and around it. Jump into the hay stack and kill the Crystal Lizard and all other enemies with your bow. Loot the Crystal Lizard and then walk over to the large plank standing vertically in the air. You have the option of lowering the plank to make a bridge to an area across from you. Head across once that plank is lowered, but don't run into the room; there are rats in there that you must kill with ranged weapons; if you don't do this first, they will give you the plague. If you do not have a Widow's Lotus or enough souls to buy one from the Filthy Lady above you, you will have to leave or you will die. Once you clear out the rats, you can visit the Filthy Lady above and purchase anything you need. She is the only merchant that sells Rotten Arrows and Black Turpentine.

Go back down to where the rats were, to the opening through which you can see a Giant Goblin on the other side of the bridge. Shoot him once or twice with your bow, then switch back to your shield and wait for him to come to you. Do not fight him on that bridge. He hits very hard, but he is very slow, and you can dodge out of his way and counter attack with relative ease. Once he is dead, proceed across the bridge. Be careful going into the room there, as there are quite a few Goblins in there waiting for you. You can try and draw them out one by one, but it may not be possible. Just be cautious, and you should be fine.

Go up the ramp, and you will find three Tomato_ticks. Stand on the ramp behind them and use your bow to pop all three of them. This will help prevent you from being poisoned. After the three ticks have popped, finish them off with Fire Spray or whatever method you choose.



Across the bridge there are two more regular Goblins and one Giant Goblin. Use your bow to kill the two regular ones, and then hit the Giant Goblin with a couple of shots as well. Switch back to your shield and fight him with magic or melee, whichever you prefer.

Leechmonger / world 5-1

Head across the bridge into the room and then down the ramps until you get to the white fog gate. Stop here to prepare yourself to battle Leechmonger. He is vulnerable to fire, so you should focus on using Fire Spray. He heals while he fights you, so you have to keep up a good rate of damage. He also throws these large bundles of leeches at you, which hurt you and slow you down. You can fight him toe to... wiggling leech... if you'd like. Just follow the winding path leading downward to him. Make sure to keep moving to lessen the chance of being hit by a giant leech ball. He is not a very difficult Boss to beat; however, if

you are having problems defeating him, you can find more strategies at
<http://demonssouls.wikidot.com/leechmonger>.



Once you are done, loot the bodies, grab your Demon's Soul and head back to the Nexus. Once there, you can do the usual routine of repairing, leveling up, etc. Also, be sure to go to Sage Freke with the Wiggling Demon's Soul you just collected and exchange it for Poison Cloud.

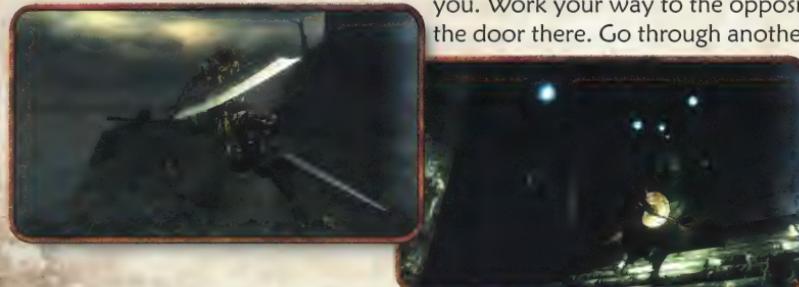


Shrine of Storms / world 4-2

Starting from the Archstone, run straight ahead and jump down the ledge. Turn around and run through the tunnel at the end of which use your bow to kill the Reaper. Drop down into that room, run behind the altar and step on the pressure plate to open a giant set of doors. Run through those doors and head to the edge of the cliff. There is a path that runs along the cliff to your right. You will run into several Silver Skeletons. Fire Spray is a good spell to use since you can spray them with it while backing up, or use the turpentine daggers. Two Gold Skeletons await you around the next corner. They are weak to magic, so if you can get them to line up (which is not hard on these narrow cliff edges), you can use Soul Ray which will hit the first skeleton, pass through him, and hit the second one.

Continue on through the cave and follow a path across a stone bridge. Be on the lookout for Shadowlurkers since they can shoot a ray that will kill you if it hits. Go down the staircase on your left once you pass the bridge. Follow the path and come to another staircase going down. Roll past the next Shadowlurker to hit the Reaper with a melee attack and try to knock him into the hole behind him, which kills him and the Shadowlurkers around you.

Continue down another flight of stairs and through the fog gate. Don't loot the two bodies! They are traps and all you get are Crescent Moon Grasses anyway. Keep moving through the tunnel into a cavern with Phosphorescent Slugs. There are white orbs flying around that you should avoid; they do massive damage if they hit you. Work your way to the opposite end of the cavern and go through the door there. Go through another tunnel and follow the path outside through the door.



Run down the corridor that has the Shadowlurker; you will see a Reaper behind him. Killing the Reaper will kill the Shadowlurker. Go down the staircase to the Boss fog gate, but put on your Thief's Ring before you enter.

Old Hero / world 4-2

Old Hero is blind, so the Thief's Ring will keep him from detecting you. Do not run or sprint! Walk behind him and then hit him with Firestorm or Soul Ray. Continue doing this, but keep in mind that the weaker he gets, the better he gets at finding you. Also, this is one of the few situations where the Demon's Prank spell is useful since it can distract him even more.

Once you have defeated Old Hero, grab his soul and return to the Nexus.



Boletarian Palace / world 1-2

At this point, we are going to World 1 to kill the Red Dragon and Tower Knight in World 1-2. Before heading to World 1-2, you should repair all of your gear and restock your supplies. Also, be sure and buy 150 arrows from Patches. Once you have done this, go to World 1-2.

From the starting point in Phalanx's chambers, you want to run down the tunnel into a room with several more Phalangeals (these were the monsters protecting Phalanx at the end of World 1-1). Kill them, then move out of the room, and you will come to a long wall-walk with two towers. Run to the first tower. I am sure the Red

Dragon introduced himself as you were running towards the tower! You are safe in the tower, but you are not staying at this one—you need to run to the next tower. Step just on the beginning of the 2nd wall-walk and the dragon will start attacking it. As soon as he starts spraying fire, run behind him to the other tower.

Since you waited for him to make a pass on the wall-walk between the first and second towers, the only thing alive should be the four crossbowmen directly in front of the tower. Just keep your shield up and then take care of them. The dragon fire cannot hit you between the stagecoach and the tower entrance. Once the crossbowmen are dead, you need to kill the Red Dragon. There are a few methods you can use to kill him, but an easy way, contributed by an anonymous user, can be found on <http://demonssouls.wikidot.com/red-dragon>.



Red Dragon / world 1-2

At the entrance to the second tower, turn towards the first tower and look for the wagon with a dead horse in front of it. Behind the wagon, you will see a stagecoach. Line up your character on the left side of the wagon. You should be standing just slightly past the horse's tail and just touching the wooden beam that goes from the wagon to the horse. Looking straight ahead, past the stagecoach you should see a raised column on the wall to your right. Just beyond the first one you will see another raised column. Pull out your bow and press the L1 button twice to start aiming. You want to aim so that your reticule is over the column on the right and just slightly higher than the stagecoach on the right of your screen.

When the dragon first starts his run, he will let out a distinctive screech and then begin spraying the wall-walk with fire. The moment you hear his screech, fire an arrow. Do not ready an arrow by holding the R1 button down. You just need to press and release the R1 button as soon as you hear the screech, otherwise you will miss. As the dragon flies by, watch the top and middle parts of your screen; you should see a very small mist of blood from the rear of the dragon. It is not easy to see, but it means you hit him. Just continue firing when he screeches, and eventually you will kill him. It takes quite a few shots, but when he dies, you will automatically be given his Small Flame-Scale Demon's Soul. You may now loot all the bodies up and down the walkway. When you are finished, proceed back to the second tower and enter the fog door.

Fight your way up the path, and watch out for the archers on the top of the castle. As you approach the gate, you will see several crossbowmen and a Blue Eye knight. Roll into the crossbow men as they begin firing and when you come out of the roll, use your Crescent Falchion to kill them before they reload. To kill the Blue Eye knight, run forward and roll past him and turn around and backstab him; otherwise, wait for him to start an attack, roll backwards, and then lunge forward with a heavy strike, the same method can be used to kill the next Blue Eye Knight. Make sure your HP and MP are full and that you have your Shield and Crescent Falchion equipped. Once you are ready, head through the fog gate and face the Tower Knight.





Tower Knight / world 1-2

This guy is huge and looks like a very formidable foe, but he is not that hard to beat. Once you enter, run past him, go up the stairs on either the left or right side of the courtyard and kill all the crossbowmen on both sides. Keep moving because the Tower Knight has a ranged attack, and it does a lot of damage. If you need to stop moving, do so behind one of the corner towers, as he cannot hit you there. Once the crossbowmen are all dead, run down to the courtyard and between the legs of the Tower Knight. Once you get behind him, lock onto his ankles and hack at them until he falls down.

Run around to his head, press the triangle button to switch to two-hand weapon-wielding and strike him repeatedly. Keep in mind that if you knock him down, and he gets back up, he will slam his shield down, so make sure you give him some space. Once he is dead, you will revive. Pick up his Demon's Soul and go straight to the Nexus. If you die in World 1 now, it will greatly hurt your chances for Pure White World Tendency.



The Nexus / world 1-2

Kill your character now before you forget. Next, collect your souls and speak to the Maiden in Black. Increase your stats to Magic 26, Intelligence 17 and Vitality 14. Repair, restock, and deposit excess items with Stockpile Thomas.



Storm Ring / world 4-3

Put on the Thief's Ring and head outside, rolling to avoid any incoming attacks from the flying Mantas. Weave your way down the maze of stones until you find the sword Stormruler plunged into the ground. Withdraw it, equip it and then take cover behind a rock; you can use its special attack to kill the flying Mantas.

When the Storm King arrives, take shelter in the ruined hut to avoid its poisonous barbs. Step out from behind cover and hit it as many times as you can with the Stormruler special attack; try to aim at its pink/purple underside. It shouldn't take more than a few passes to kill him. When he is dead, search the area for loot and any drops from the Manta Rays.

Tower of Latria / world 3-2

Upon entering, head straight down the path to a circular area with a fire burning in the middle of it. Here you will see two paths: you should take the one on the right that leads downwards. Watch for the various Gargoyles that like to ambush you from above. There are also Gargoyles that sit perched on top of the poles like the gargoyle statues. You can tell them apart because they have red glowing eyes. Continue through a doorway and head up to your left until you come to a bridge on your left. Kill the Gargoyles guarding the bridge, proceed across it and go through the fog gate.

Run up the stairs to the right, watching for Gargoyles as you go.

When you reach the elevator, take it to the top. Proceed up the stairs and onto the top level where four Dreglings are standing around a large metal chain, performing magic to hold it in place. After killing them, a cut-scene will show the chain falling and the part of the heart it suspends will fall down a little.

Head down the ramp (not the stairs!) onto another circular landing. Take the downward path on the right and when it ends, jump down to the path below. Free Yurt and take his armor. If you can-

not take his armor, free him anyway, but you will have to kill him in the Nexus or he will start killing the NPCs. Get in his cage and ride it all the way down to the swamp-like area. At the bottom, proceed to your left and up the wooden docks. Kill all the Facebugs you come across. By staying to the left, you will come to the end of the wooden docks and find a path. Head up the left side of the path. On your left is another set of docks; proceed down those, take the first right and then go left up the stairs. Kill all the Gargoyles and proceed through the green fog gate.

Head up to the left and watch out for the Black Phantom Mind Flayer. Use your bow to kill him with a ranged attack while making sure to dodge his attacks. Once he is dead, continue forward to the top of the stairs, turn around and follow the walkway. You will see the Crystal Lizard ahead of you. Watch out for the Facebugs that hide between the red tendrils on this walkway. Proceed until you come to a bridge on your right. Just past the wall on the right, a Gargoyle awaits in the air to ambush you. He is easy to kill, however, if you are ready for him.

Proceed down the bridge, but be alert for ambushing Gargoyles. At the end of the bridge, head up the stairs



to the right and wait for the elevator. Take the elevator up. Once at the top, kill the Gargoyle that is waiting nearby and then proceed to the top. Again, kill all the Dreglings guarding the chain; this time the cut-scene will show the heart falling all the way down to the ground below and lots of Facebugs pouring out if it afterwards.

Proceed down the path and jump down when you get to the end. You are now near your first starting point. Run up to the circular platform and go down the ramp located on your left as you were coming up. Watch out

for the Facebugs that are patrolling the area now. Once you are through the door, you should head right this time and go through your first doorway on the right. Kill the Facebug, smash the debris next to the door and follow the path down. Kill all the Facebugs as you go and then enter the door on your right.

You are now at the bottom where the heart fell. Run around the entire perimeter of the area and loot everything you find. You are searching for the Ring of Avarice in particular. Once you have gone around looting, go back out the door, head left and up the stairs to the next door on your left. Head through that door, and then go left all the way around until you come to a different kind of stairs that continue going up and winding to the right.

Proceed up those stairs carefully since there is a BP Mind Flayer patrolling the area, and you will need to kill them with ranged attacks. Once that is done, head to the top where you will find the white Boss gate. Do not enter yet. First, make sure that your best life-giving grass is in your quick-use (square button) box and your Old Spice (or Fresh if you don't have any Old) is in the other. No other items should be there. This allows you to switch quickly between the two without having to fumble around for them. Make sure you have Fire Storm ready and you are at full HP and MP. Enter the fog.

Maneater / world 3-2

There are two Maneaters that you will have to face. The second one shows up when the first one is down to 20% or less. What you want to do is walk towards the first Maneater and let him get close to you. When he makes an attack, roll under him, turn around and hit him with Flame Storm. This will do a lot of damage to him. Run as fast as you can to the giant fire brazier in the middle of the bridge. Use that as a buffer between you and Maneater since it will block (almost) all of his attacks. Whenever you get a chance, step out and hit him with a Fire Storm. You can usually kill him with 2 hits, but no more than 3 will be needed. Just bear in mind that Fire Storm uses up a fair



amount of MP, and you will need to use those spices to keep it up.

At this point, the other Maneater is probably on the way. Just make sure that you concentrate on the one that is hurt the most since killing one of them makes the whole process a lot easier for you. If you repeat the same strategy on the second Maneater, you should have no trouble beating the both of them. If you do have problems, visit <http://demonssouls.wikidot.com/maneater>.

PS – There is no shame in rolling off the bridge and dying during the fight. We have all done it.

Valley of Defilement / world 5-2

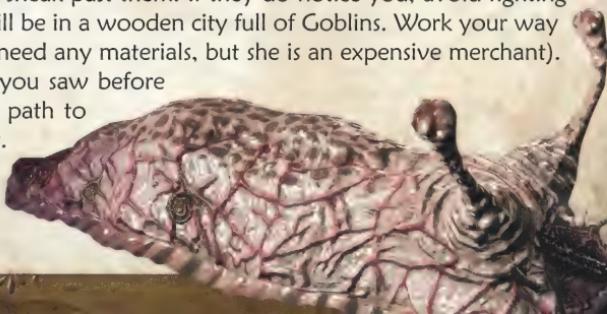
Make sure you are wearing Thief's Ring (and you should be!), Black Leather, and Regenerator's Ring.

Follow the river path down through the valley to the cliff edge with a waterfall. Follow the wooden plank down the right side. You will come across one Goblin, and past him there is a path to the right; ignore it, however, as you cannot cross yet. Drop down two levels in front of you. At the bottom two Goblins will attack you. Go around the edge of the swamp to your right (it will poison you, but that is what the Regenerator's Ring is for) and you will bypass the majority of enemies. You can loot any bodies you come across. When you come to an island, you will see a Giant Goblin; steer around him and go up to the wooden plank walkway and through the fog gate.

As soon as you pass through the fog gate, drop down into the swamp next to you. Walk through the swamp, but follow the wooden plank path above you. You should see a large cluster of lights in front of you that you—head towards those. Don't walk directly under the plank bridge though; you want to walk out in the swamp and keep the wooden plank path in sight.

You will see two Giant Goblins and a Shaman. Try and sneak past them. If they do notice you, avoid fighting by running past them through the next fog gate. You will be in a wooden city full of Goblins. Work your way through the town (you will pass the Filthy Lady if you need any materials, but she is an expensive merchant). Once through the town, you will come to the plank you saw before you jumped off the first walkway (when there was a path to the right); dropping the plank will open this shortcut.

Go back to the town and, while facing away from the swamp, proceed through the white fog gate.





Dirty Colosssus / world 5-2

Strafe to avoid the flies he will shoot at you. These flies will drain your HP very fast. If you get hit by these, run into the torches to burn them off you. Colosssus is extremely vulnerable to fire. You can kill him in one shot with Firestorm, which you should have gotten prior to the fight.



Valley of Desilement / world 5-3

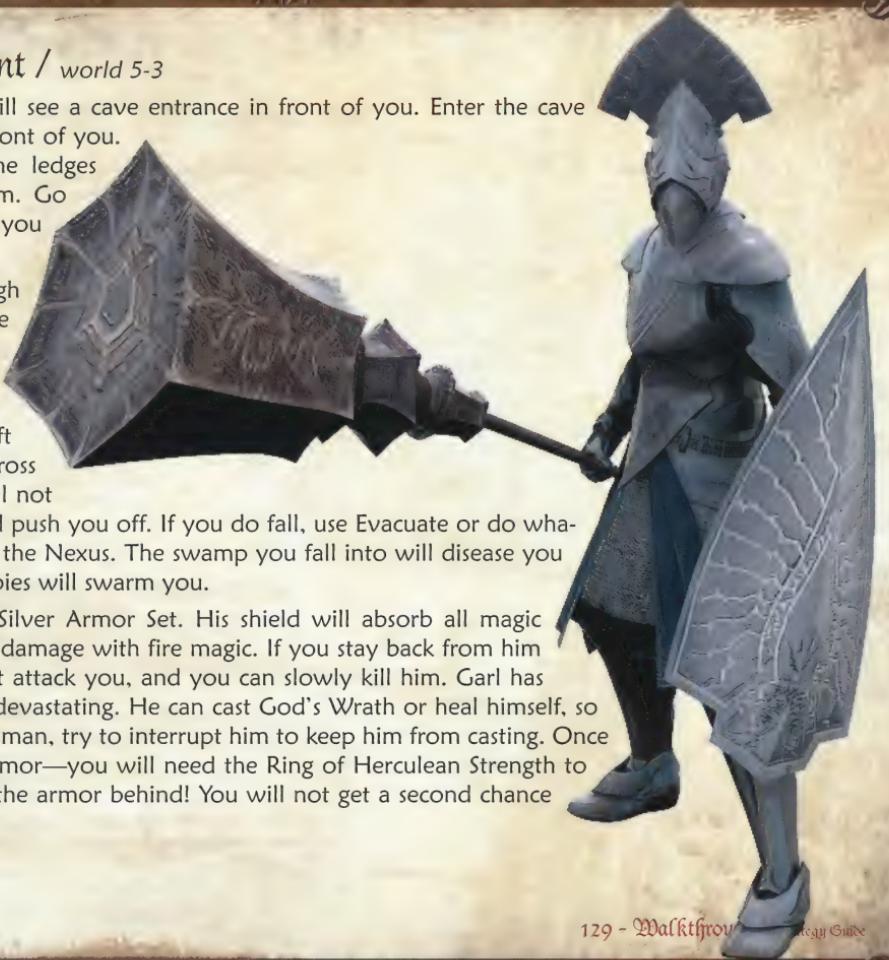
From the Archstone, you will see a cave entrance in front of you. Enter the cave and roll onto the ledge in front of you.

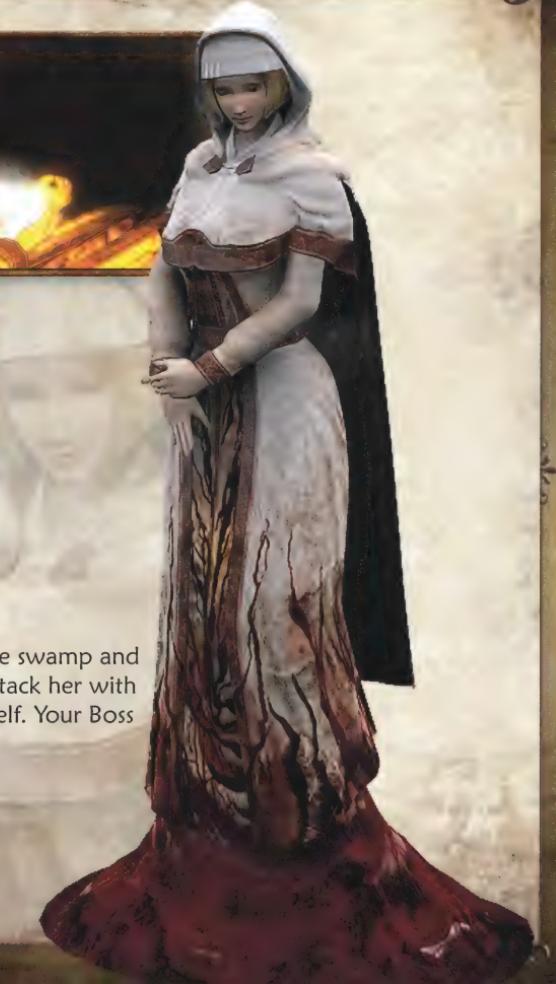
Continue to drop down the ledges until you get to the bottom. Go through the fog gate. Here you will see a cut-scene.

You are upon this very high cliff which is shaped like the letter U. You can go in either direction since both of them lead down to the ground level. Take the left route, and you will come across Garl Vinland. Be very careful not

to fall off or let Garl Vinland push you off. If you do fall, use Evacuate or do whatever you can to go back to the Nexus. The swamp you fall into will disease you immediately, and Plague Babies will swarm you.

Garl Vinland has the Dark Silver Armor Set. His shield will absorb all magic although you can do a little damage with fire magic. If you stay back from him and use Fire Spray, he won't attack you, and you can slowly kill him. Garl has high Strength, and his hit is devastating. He can cast God's Wrath or heal himself, so if you see him pull out a talisman, try to interrupt him to keep him from casting. Once he dies, pick up his set of armor—you will need the Ring of Herculean Strength to do this. Don't leave any of the armor behind! You will not get a second chance to collect it.





Maiden Astraea / world 5-3

After you kill Carl Vinland, follow the path down to the plague swamp and walkthrough it to get to Astrea. If you just talk to her (don't attack her with a ranged attack), she will carry on a dialogue and then kill herself. Your Boss "fight" is over. Grab her soul and head back to the Nexus.

Tower of Latria / world 3-3

Go through the fog gate, and there will be bodies on the ground at your feet. You should loot all of these since they give you good souls. Go up the narrow staircase, which spirals upwards in a counterclockwise direction. There are two Black Phantom Mind Flayers on this staircase, so be careful. If you have the strength to wield the Dark Silver Shield, you should use that to block their magic. Otherwise, you can use the spiraling of the staircase as a barrier to hide behind as you attack them.

Old Monk / world 3-3

Continue up, and you will see a cut-scene showing Old Monk. After the cut-scene, proceed through the white fog gate. If you are playing online, another player may be controlling the Old Monk. For a full explanation of why a player would control Old Monk, please see the <http://demonssouls.wikidot.com/old-monk> web page.

In any event, you should make sure you have max HP and MP. If a player is controlling Old Monk, you need to move quickly when you enter the room since the player will try to ambush you. Depending on the skill of the other player, a player-controlled Old Monk can be tougher than the NPC Old Monk.

If you are playing online and are having trouble killing Old Monk because he is controlled by another player, you can go offline and fight him in his NPC mode. As an NPC, you can kill him with little effort since all he does is try to punch you, and he has a terrible aim. Just move out of his way and attack him or better yet, backstab him. Again, the fight is going to be difficult for you if Old Monk is controlled by a player with good PvP skills, a good build and a lot of experience using that build.

Once you kill him, collect the Yellow Demon's Soul and return to the Nexus. If it's your first play through, we recommend you trade that in for the Homing Soul Arrow.



Boletarian Palace / world 1-3

From the Tower Knight Archstone, proceed through the gate and down the street to the fountain covered in bodies. Kill the two dogs, pick up the items lying around and then proceed up the large staircase to the left. When you get about halfway up, duck in behind the alcove to avoid the flaming balls the Soldiers will push down the stairs; this is similar to the iron balls scenario in 1-1.

Climb up the stairs and watch the short cut-scene, then walk up to the large portcullis and loot the body of the dead Soldier.

Turn around and look to the left—you will probably see a group of Soldiers just breaking through the barriers that are blocking that pathway. Kill them and proceed on down the path; you will have to slay a spear and sword user before dropping down two ledges. Pick up the item, climb up the small ladder and follow the linear path. When you reach the wooden palisade (you have probably already come under fire from a pair of crossbowmen), roll off the wooden planks to reach the next area and climb the stairs, killing the first crossbowman as you go. Move up the next staircase slowly while trying to lure the assassins hiding in the alcoves out onto the main staircase to let them bear the brunt of the ball trap.

Clear out the alcoves, (watch out for assassin ambushes) and climb to the top of the staircase. Use magic to kill the crossbowmen while blocking or evading their attacks and then clear out the room to your right containing a Red Eye Knight and two Soldiers.



Go back to where you came under fire from the crossbowmen and go in the opposite direction. Pass through the fog gate and go along the gatehouse of the huge portcullis from before.

Kill the Blue Eye Knight and work your way across the rooftops, slaying Soldiers as you go. Loot all the items you can find and make sure to slay the Fat Official for his key.

Continue across the rooftops—avoiding another (albeit move obvious) ball trap and an ambush from an assassin—and climb down the stairs to the other side of the portcullis. Slay the Fat Official here for the Official's Hat and open the gate with the lever. If Ostrava is alive, he'll be here calling for help as he comes under attack from a group of Knights and Soldiers. If not, go back the way you came and proceed around the corner. You should be able to see your objective ahead of you in the distance behind waves of Soldiers. Fight your way through them, taking extra care with the three Red Eye Knights, and pursue the last Fat Official up the stairs to the Boss fog.

Penetrator / world 1-3

If you have rescued Biorr first, he will help you in this fight, but not very much. The fight is easy since Penetrator moves so slowly, you can just move around the room firing Soul Arrows at him. If he should hit you, just move out of the way and use a grass—he moves so slowly that you will have time. Once he is dead, loot the Demonstone and head back to the Nexus.

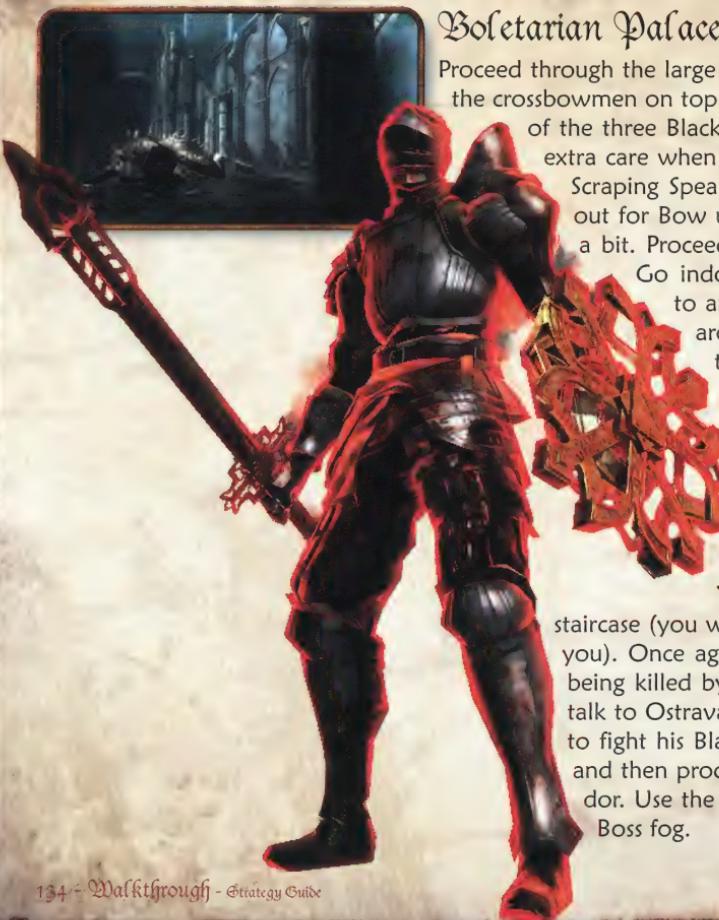


Boletarian Palace / world 1-4

Proceed through the large gate ahead while rolling to the side to avoid the crossbowmen on top of the dragon. Kill them and the lure the first of the three Black Phantom NPCs that are ahead of you. Take extra care when fighting the spear user since his weapon (the Scraping Spear) will rapidly break your equipment. Watch out for Bow user as well, since he will cast Firestorm quite a bit. Proceed to the right and follow the path upwards.

Go indoors and slay the Red Eye Knight who tries to ambush you from the side. Climb the staircase around the outside of the room, while avoiding the bolts being shot at you, and head outside onto the wall. Time your run to make it past the Blue Dragon's sweeping fire breath (or damage him enough with magic or a bow attack so that he leaves). Kill the two Fat Officials (or trick the Blue Dragon into breathing on them) and head back indoors. Climb the staircase and head outside again.

You will come to the bottom of another large staircase (you will find the Knight's Sword and Shield behind you). Once again, time your run to reach the top without being killed by the Dragon's fiery breath. Head inside and talk to Ostrava, if he is still alive. Either way, you will have to fight his Black Phantom on a narrow walkway. Kill him and then proceed into the elevator at the end of the corridor. Use the switch to go up; at the top you will find the Boss fog.





False King Allant / world 1-4

There are numerous methods to beating False King depending on your playing style. However, it is best that you check <http://demonssouls.wikidot.com/false-king> first. For your current build, a combination of either Soul Ray or Firestorm and Warding will serve you best. Just bring plenty of Old Spices. Cast Warding when you enter and either blast him with Soul Rays or light him up with Firestorm, if he gets too close.

Endgame



Before Confronting the Old One

Once you defeat all of the world Bosses, you will see a cut-scene; afterwards, the middle seal in the Nexus will open up. After this point, the Monumental will no longer offer you the Friend's Ring nor can you talk to the Maiden in Black to upgrade your Soul Level. You can still enter any world and farm souls or items, upgrade items or do whatever you want without finishing the game. When you do talk to the Maiden in Black, she will escort you to the end zone, but even from there, you can just return to the Nexus via an Archstone, if you want to go back to the worlds again. Before you complete the game the first time, make sure you upgrade and collect as many souls with which to level up as you possibly can beforehand. If you prefer to use special arrows, bolts or other equipment that is sold by merchants unlocked late in the game, you should buy a good stock of them before finishing the game. Just let Stockpile Thomas store them for you.

Beware: after you finish the game, you automatically start your New Game+ (NG+), and you will not be able to upgrade your Soul Level until you beat world 1-1 again. This means that you will have to carry all the souls you earned defeating the last Boss in your initial play through, plus the souls from both the end game, and the NG+ run through world 1-1 and Phalanx before you can spend them on levels. Even though you may have 300,000 souls when you start an NG+, don't feel too bad if you die twice in a row and lose all your souls. Also, as you will be in Body Form, you should consider playing NG+world 1-1 in offline mode in order to prevent Black Phantom PvP attacks and the loss of all those precious souls before you can spend them.

The Endgame Area:

After falling down into the chasm, you will awaken on a beach covered in ruins. The Maiden will be ahead of you, standing before the mouth-like entrance leading to the Old One. Talk to her and then step inside; work



your way along the river-like path by cutting down the branches that block you.

When you reach the fog gate, step through and fight the twisted and despondent true King Allant, who taunts you during the fight.

He has a lot of HP, but his attack is limited to a half-hearted lunge with the Soulbrand held in his deformed right hand.

After you strike the fatal blow, the Soulbrand sword will drop drown on the left side of the pool and stick in the ground (in the same manner that Boss souls drop onto the Archstones after a Boss dies). Be sure to pull it out before continuing toward the Maiden in Black (with his final words—"You fool. Don't you understand? No one wishes to go on."—echoing in your ears). The armor and weapons that you have equipped at the end of the game will be displayed with your character in the Pantheon of the Nexus during your next game. If you care about your character's presentation in the Pantheon, equip your favorite outfit and flashiest weapons before the game ends. Note: If you end the game in offline mode, your stats will not upload to the Pantheon! It will show you with 0 Phantoms saved or slain and 0 Trophies.

Now you Have a Choice to Make

Option 1 - The Good Ending: Turn around and walk away after the Maiden in Black's speech. By doing this, you get the Maiden in Black's Demon's Soul (60,000 souls or Soulsucker from Yuria the Witch) and a Trophy. You have saved Boletaria and the rest of the world by allowing the Old One to be put back to sleep. You did not give in to the lure of unfathomable power even though you have tasted such power as you collected souls from each demon that you defeated along the way. The world's knowledge of the Soul Arts will be lost, and the fog will be lifted.

Option 2 - The Evil Ending: Kill the Maiden in Black. By doing this, you get the Beast's Demon's Soul (200,000 souls) and the RedEye Stone. You have succumbed to your appetite for souls and condemned the entire world in order to satisfy your own lust for power. As Sage Freke the Visionary suggested, with Allant and the Maiden out of the way, you will become the world's ruler. Freke would then be able to learn all he ever wanted to know about the Soul Arts and comprehend the true power of Demon's Souls; just remember that King Allant XII thought that he could control such power as well... If you choose to kill her, you can use just about any

method since she won't fight back. Whatever your approach, it will probably result in an immediate kill. She is out of the Nexus now, so she will not be able to revive.

You will likely want to take the good path your first time through. This will get you a Trophy and a spell to use on subsequent playthroughs in which you can take the evil path to net more souls.

Congratulations! You have completed one of the hardest and unique games ever made! The true Demon's Souls starts here!

The True Demon's Souls?

As you should know by now, DS is all about difficulty, risk and reward—and now it is time to up the stakes.

After watching the credits, you will find yourself returned to the Nexus, ready to face Phalanx again.

However, this time things have changed a little. All slain NPCs have returned to life, and you have retained all of your equipment, items and souls (with the exception of keys).

One thing you will notice very quickly upon entering 1-1 again is that even with your advanced Soul Level and improved equipment, enemies hit harder and take a lot more damage before dying. You will receive more souls per kill, however.

This is NG+, another feature that makes Demon's Souls so addictive. Essentially, you have begun the game again, but enemies—including Bosses—have been powered up by around 50-60%; of course, you will find that the amount of souls yielded by slain enemies has also increased by a similar percentage.

Should you survive through NG+ and complete this game as well, you will move on to NG++. From here on, the difficulty and amount of souls will increase by an additional 8% or so every time you beat the game, up to a maximum of 7 or 8 games.



Trophy

Bronze Trophies

Image	Trophy Name	Requirement
	Old King's Trophy	Kill Old King Doran, found in 1-1.
	Flying Dragon's Trophy	Kill the Blue Dragon, found in 1-4.
	Trophy of Hardness	Obtain a weapon that has been upgraded to +10 using Hardstone.
	Trophy of Sharpness	Obtain a weapon that has been upgraded to +10 using Sharpstone.
	Trophy of Distinction	Obtain a Quality weapon that has been upgraded to +5 using Clearstone.
	Master Basher's Trophy	Obtain a Crushing Weapon that has been upgraded to +5 using Greystone.
	Master Slasher's Trophy	Obtain a Sharp Weapon that has been upgraded to +5 using Bladestone.

	Master Bowman's Trophy	Obtain a Sticky Bow that has been upgraded to +5 using Spiderstone.
	Poison Master's Trophy	Obtain a Mercury Weapon that has been upgraded to +5 using Mercurystone.
	Flame Master's Trophy	Obtain a Dragon Weapon that has been upgraded to +5 using Dragonstone.
	Blood Master's Trophy	Obtain a Tearing Weapon that has been upgraded to +5 using Suckerstone.
	Life Master's Trophy.	Obtain a Fatal Weapon that has been upgraded to +5 using Marrowstone.
	Moonlight's Trophy	Obtain a Moon Weapon that has been upgraded to +5 using Moonlightstone.
	Darkmoon Master's Trophy	Obtain a Crescent Weapon that has been upgraded to +5 using Darkmoonstone.
	Congratulant's Trophy	Obtain a Blessed Weapon that has been upgraded to +5 using Faintstone.
	Shade Master's Trophy	Obtain a Dark Shield that has been upgraded to +5 using Cloudstone. Not to be confused with the Dark Silver Shield.

	Phalanx's Trophy	Defeat the demon "Phalanx."
	Tower Knight's Trophy	Defeat the demon "Tower Knight."
	Penetrator's Trophy	Defeat the demon "Penetrator."
	Adjudicator's Trophy	Defeat the demon "Adjudicator."
	Old Hero's Trophy	Defeat the demon "Old Hero."
	Fool's Idol's Trophy	Defeat the demon "Fool's Idol."
	Maneater's Trophy	Defeat the demon "Maneater."
	Leechmonger's Trophy	Defeat the demon "Leechmonger."
	Dirty Colossus' Trophy	Defeat the demon "Dirty Colossus."

	Armor Spider's Trophy	Defeat the demon "Armor Spider."
	Flamelurker's Trophy	Defeat the demon "Flamelurker."

Silver Trophies

Image	Trophy Name	Requirement
	False King's Trophy	Defeat the Archdemon "False King Allant."
	Storm King's Trophy	Defeat the Archdemon "Storm King."
	Old Monk's Trophy	Defeat the Archdemon "Old Monk."
	Maiden Astraea's Trophy	Defeat the Archdemon "Maiden Astraea."
	Dragon God's Trophy	Defeat the Archdemon "Dragon God."

Gold Trophies

Image	Trophy Name	Requirement
	World Uniter's Trophy	Put the Old One to rest and Unite the world at the end of the game.
	Sage's Trophy	Learn all magic spells.
	Saint's Trophy	Learn all miracles.
	Rogue's Trophy	Obtain all of the rings.
	Soldier's Trophy	Obtain all "trophy" weapons. For a complete list of these, go to: http://demonssouls.wikidot.com/trophy-weapons

Platinum

Image	Trophy Name	Requirement
	Toughest Soul	Obtain every other trophy.

Credits

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For setting up the basic organization of <http://demonssouls.wikidot.com>

Innocent Hawk

For setting up the basic organization of <http://demonssouls.wikidot.com>

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Wrote about 90% of the original Demon's Souls Wiki as well as a detailed walkthrough at GameFAQs.

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Kouryakubo

He is the creator of the maps linked in the walkthrough

Russian

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The Japanese Livedoor Wiki

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Notes





demonssouls.wikidot.com

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